

MySims Racing

PRIMA Official Game Guide

Written by Michael Searle



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We want to hear from you! E-mail comments and feedback to msearle@primagames.com.

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Mike Searle

Mike Searle remembers playing the simple yet addictive *Missile Command*, and the days of *Atari Adventure*, where your square hero could end up in a hollow dragon stomach. His desire to play computer games into the wee hours of the morning really took hold when his parents made him play outside, instead of on the console, so the first chance he got, he bought a PC to play the *Ultima* series, *Doom*, and countless others. Mike started working with Prima Games in 2002 and has written more than 30 strategy guides, including *Lord of the Rings Online: Shadows of Angmar*, *Jurassic Park: Operation Genesis*, *Dark Messiah: Might and Magic*, *Pirates of the Burning Sea*, and several guides in the *Tom Clancy's Ghost Recon* and *Splinter Cell* series. He can't wait for thought technology, so game controls can catch up with his brain and stop all that needless in-game dying. At least, that's what he keeps telling himself about his FPS kill ratio.



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MySims Racing

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How to Use this Guide

MySims™ Racing introduces a whole town built around the sport of car racing. You meet dozens of Friends who love racing just like you, and together you compete on tracks anywhere from the bowels of a volcano to the vastness of outer space. So fasten your seat belts, you're in for a wild ride!

Driving School covers the basics of driving: steering, boosting, braking, powersliding, jumping, and more. Think of this as your roadside handbook to common occurrences and the rare emergency. Plus, we talk about essences and customization. Yes, you can decorate your car with a spider, surfboard, or pizza wheels.



Performance Upgrades enhance your vehicle. We take you inside the shop and present the nuts and bolts on the top engines, chassis, suspensions, steering wheels, and special items. Whether you want a sporty speedster or a rough-and-tumble SUV, we show you what's most efficient.

Friends and Rivals details close to three dozen characters in the game. Who asks you to perform an obstacle course challenge? Which favors give you the most rewards? Learn who everyone is and how they can help you in Speedville.



Power-ups line every track in the game. These floating packages provide a nifty special ability to benefit yourself or harass your opponents on the race track. We show all the Power-ups, with tips on when best to use them and when not to use them.

The Tracks showcases all the game's race courses. Each course gets a detailed drive-through, complete with labeled map, ideal car setup, and visual snapshots through the whole track. We include strategy tips to take advantage of turns, shortcuts, Power-ups, and boost pads, and even how to handle hazards.



Wii Driving School

Welcome to the world of *MySims Racing*, where you don't need a license to drive, but you do need the skills of a veteran driver to win races and shine in championships. Before you rev the engine and take to the tarmac, the following pages present everything you need to know to master each race track, upgrade standard cars into tournament racers, unlock all the game's secrets, and perfect your driving talents.

Greenwood Cup (Crater Lake, Tree Logger Trail, Sugar Rush Speedway), Snowy Cup (Chilly Hill Village, Sunset Slalom, Bayou Boardwalk, Misty Motorway), and the Ultimate Cup (Pinball Canyon, Dr. F's Daredevil Drive, Mount Shiverest, Darkwood Falls, Crescendo Cruise). Racers gain points at the end of each track based on how high they placed in the race. At the end of the Championship event, the racer with the most points wins.



Game Modes



There are three basic gameplay modes: Quick Race, Story Mode, and Multiplayer. In Quick Race, you jump right into the action by choosing a racer and car, picking an event, and selecting a track. Events in Quick Race include Beat the Clock, Single Race, and Championship. With Beat the Clock, you pass as many checkpoint gates as you can before the time expires. Each time you pass a checkpoint, you gain extra time. In Single Race, up to eight racers compete for gold, silver, and bronze medals on a single track. Championship brings up to eight racers head to head on any of the four consecutive track races: the Town Cup (Tumbleweed Track, Gopher Gulch),

If you want to become involved in the story of Speedville and interact with all the game's Friends and Rival Racers, enter Story Mode. As you talk to characters, they will ask you to complete various challenges. Earn bronze, silver, and gold medals in those challenges to unlock car blueprints, and then spend essences you win in the races to buy performance and Styling Upgrades for your car. Follow the storyline to grow the city and open up more areas to explore.



In Multiplayer mode, up to four human players can race against each other. Tired of motoring past Chaz or Morcubus? Gather your friends for some excitement on your favorite tracks.

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Speedville



In Story Mode, you begin in a town of your own creation. After you name your town, you can drive around and talk to any of the many characters that arrive. As you complete challenges and beat rivals, you build a better car and earn enough street cred to eventually talk with Mayor Rosalyn. The Mayor invites you to the four Championship Cups once you've progressed far enough into the story. If you beat a Championship, you gain a star (star rating is in the top right portion of your screen). Gaining stars opens up new areas to explore: Greenwood Forest, Snowy Mountain, and Stunt Land Theme Park. There are even more characters and rivals in these other locations.



At any time, you can enter the Garage to improve your car by clicking on the wrench icon on the bottom left of your screen. Your essence totals run along the bottom of the screen. At a glance, you can see how much you have to spend on upgrades, and if you need to take on more challenges to earn more essence of a certain color. In the bottom right, the book icon opens up your Friend Roster, which tracks all your deeds for Friends and accomplishments against Rivals. It also allows you to replay challenges if you want to win a better medal or earn more essences.

Stylin' Sims: 'Do Dude

The big hair might slow you down on the track, but who cares when you're trendy? The gray goggles screen the flashbulbs that follow your Hollywood lifestyle around.

Styling Upgrades

- ◆ Afro Hair
- ◆ Blond Hair Coloring
- ◆ Raised Eyebrows
- ◆ Tan Skin
- ◆ Smirk
- ◆ Gray Goggles
- ◆ Blue Racing Shirt



Garage



Tobor and Makoto, robots created by Dr. F, maintain your Garage. They'll take care of you whenever you desire a performance or style change. In the workshop, you can improve your car with Performance Upgrades, Styling Upgrades, or a new look at the Paint Shop. You can design a new personality in the Create-a-Sim area. Styling Upgrades that you buy with essences can modify your chassis, plates, ornament, tires, lights, and more. The Paint Shop and Create-a-Sim area can change your car and Sim appearances, respectively, though they don't cost any essence to use.

Remember to outfit each of your three car bodies with Performance Upgrades that fit their purposes. You might equip a small car with a Bio Port Engine for speed, while a larger vehicle might gain an Off-road Alloy Frame for increased Weight.

Tip

Here's a list of all available Styling Upgrades:

Styling Upgrades

Body

Classic Race Car	Muscle Car	Minivan
Sports Convertible	Station Wagon	SUV
Racing Car	Sedan	Truck
Dune Buggy		

Front Bumper

Reinforced	Square Plate	Fog Lights
Rammer	Heart Plate	Light Bar
Mega Rammer	Star Plate	Reinforced Lights
Railroad Car	Stacked Lights	

Headlights and Grille

Straight Steel	Cold Bars	Gothic Rush
Roadster Smile	Upper Class	Equalized
Big 'n' Round	Dark Candelabra	Hidden Secrets
Old World Discretion	Purple Eyes	Castle Door
Invisible Grille	Classic Truck	Sharp Lines
Silver Fox	Ninja Style	Good Old Times
Emergency Wheel	Shark Nose	

Side Mirrors

None	Small Squares	Crescent Moon
Wide	Honeycomb	Flowers
Stacked	Doubles	Diamonds
Large Squares	Pie Slices	Skulls
Round	Stars	Hearts
Wide Hexes	Scarabs	Clubs
Staggered		

Hood Ornament

None	Blue Teddy	Tesla Coil
Plumbob	Bumblebee	Gargoyle
Angry Badger	Scarecrow	Da Bomb
Jack-in-the-Box	Bunny Rabbit	Fire Bell
Gnome	Waxing Skull	Shuriken
Pharaoh's Mask	Purr-fect Friends	Dolphin
Pink Alien	Stone Cupid	Bobaboo
T-Rex	Holstein	LP Record
Bubble Gum	Spider	Skulls
She-Robot	Jester	Crown
Ghost	Kabuki Mask	

Rear Accessory

None	Shovel	Double Swords
Spinner	Double Spoiler	Surfboard
Mega Spoiler	Spoiler	Bat Wing
Music Notes	Wavy Spoiler	Keyboard Spoiler
Dish Antenna	Windsock	Bone Spoiler
Sail	F-Energy Tube	Speakers
Rocket	Pile o' Skulls	Sport Spoiler
Propeller	Tattered Flags	Grimoire
Crane	Fire Hose	

Rear Bumper

Crash Bars	Flat Studs	Fasteners
Square Plate	Railway Car	Grapple
Star Plate	Magnetic Hitch	Flower Pot
Heart Plate	Hitch Ball	Skull Hitch
Studs		

Taillights

Duotones	Narrow Doubles	Sideways Doubles
Big Duotones	Narrow Duotones	Triangles
Small 'n' Round	Diamonds	Double Triangles
Rectangles	Split Diamonds	Square Stars
Tall Reds		

Wheels

Skulls	Butterflies	Meshed
Flames	Bowties	Turbine
Paws	Kitty	Juicer
Blue Lightning	Spinnit	Spokin
Star	Action	Slicer
Notes	Grinder	Octopoint
Flowers	Mooney	Trucker
Hearts		

Horn

Small Car, Chord	Truck	High-Pitched
Small Car, Single	Train	Cheerful
Car	Ratchet	Foghorn
Moped	Cartoon	Old-Timer
Squeaky Toy	Buzzer	Really Old-Timer
Creaky		

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Whenever you gain a new blueprint, head back to the Garage to review its potential. Some blueprints will give you parts that are less valuable than what you already own. You don't have to build those, but others will be an improvement to your car's stats, and you don't want to go on your next challenge or race without upgrading. Some Performance Upgrades may raise some scores while lowering others. It depends on your style of play, the track conditions, and on whether or not you want to install an item. For a complete breakdown on all the Performance Upgrades, see the next chapter.

Custom Cars: Wave Rider

Cruising the beach was never so much fun. This versatile dune buggy can handle all terrain and has enough giddy-up to out-zip all but the fastest race cars.

Car Size: **Medium**

Styling Upgrades

- ◆ Dune Buggy
- ◆ Railroad Car
- ◆ Old World Discretion
- ◆ Dolphin Hood Ornament
- ◆ Round Mirrors
- ◆ Surfboard
- ◆ Double Triangle Rear Lights
- ◆ Star Hub Cabs



Performance Upgrades

Engine: **Force Induction Engine**

Frame: **Alloy, Off-road**

Handling: **4W Power Steering**

Special: **Improved Gearbox**

Basic Movement



Early in your career Ol' Gabby will tutor you in the basics. Practice on those early challenges to perfect your skills. Tracks only get harder as you continue through the game so it's best to make mistakes early and eliminate them later.

Accelerate



The Accelerate button increases your top speed, which zips you along. It's important to know when to accelerate fully, such as out of the starting

blocks, after a collision, or on long straightaways to make up time. You also might want to accelerate into or out of turns to control which side of the track you end up on.

Caution

Do not hold the Accelerate button down at all times. That's a bad habit to get into. Sometimes you need to brake to avoid accidents, and accelerating full out through big curves will only cause your car to crash eventually.

Boost

You collect essences around the track to fill up the boost meter. Trigger the Boost button to add a little turbo power to your acceleration.

If you let the boost meter fill up to the top where it bursts into flame, you gain a superboost for even more speed. Boost only lasts for a few seconds as it drains away the F-Energy in your boost meter. Be sure to refuel by driving through more essences.



Drift

As you begin to skid around a turn, hold the Brake button to drift. Not only does drifting power up your boost meter, it also gives your vehicle greater handling in the turn. You should employ drifting on any long turn.



Steer



The most important task on the road is probably steering. Moving left or right determines how you navigate the courses, and

your steering skills will be tested on some of the hairpin turns and windy roads on the tracks.

Brake

The Brake button is handy when you want to reduce your speed going into turns or to avoid other cars. Even if you aren't dodging a collision, braking can give your car better handling on the road, allowing you to dance through hazards unscathed or make sharp turns when necessary. Hold the Brake button down to come to a complete stop, and eventually you'll drive backward.



Tap the brakes to avoid collisions with other racers. Sometimes using the brakes is the smart play as you let the pack fight it out just ahead of you as you gain the freedom to collect Power-ups or cruise over boost pads.

Tip

Stylin' Sims: Happy Glad

This gladiator battles race cars instead of lions, and has a jolly time doing it. She loves to lead the charge, especially when she hears the crowd roar from her sold-out arena tour.

Styling Upgrades

- ◆ Gladiator Helmet
- ◆ Red Hair Coloring
- ◆ High Eyelashes
- ◆ Pale Skin
- ◆ Smile
- ◆ Pink Glasses
- ◆ Pink Racing Shirt



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Jump

Pull up on the Wii Remote to leap over obstacles. At higher speeds you remain airborne longer, so practice your timing to gauge the distance of your car's jumps. Many times the courses will have ramps to propel you over obstacles; however, there will be times when jumping is your only option to avoid a head-on collision.



It's possible to correct your car's direction in midair. If you think you might point in the wrong direction when you hit the ground, orient your car with the directional keys while flying through the air.

Tip

Jostling



The art of smashing into other cars is a difficult science. Your car's weight plays an important factor in the final outcome: the greater

your car's weight, the more power you'll have to knock other cars around and the quicker you'll recover from a spinout. Jostling also gives you F-Energy for your boost meter; you can even string jostling combos together for more F-Energy if you bang into a bunch of bumpers and doors in succession. That said, it's a dangerous sport to pursue. Unless your car is built for bruising, you run the risk of coming to a dead stop and ruining your chances for a great race time.

Look Behind

The Look Behind button allows you a glance over your shoulder at whatever's behind you. It's great for using Power-ups against opponents in the rear, or for that quick peek at the competition trying to overtake you.



Hazards



Very few tracks are free and clear of obstacles. Whether you're blazing down a boardwalk or around a ski center, you will encounter hazards of all kinds. Common hazards include pylons, cones, barricades, and bottomless pits—and that's not including the other race cars speeding around you. Uncommon hazards include pinball bumpers, ski lifts, ice columns, rapids, waterfalls, and more. To survive unscathed, you'll need busy hands and sharp eyes.

Caution

Know your hazards.

You never want to hit one, but better to strike a hazard that only slows you down or sends you into a spinout than one that initiates a full-on collision.

Custom Cars: Sporty Speedster

Rip through the course with the fastest car on the market. Hit each boost pad, make your turns, and you're unstoppable. Just don't bang with any hazards or other cars.

Car Size: **Small**

Styling Upgrades

- ◆ Sports Convertible
- ◆ Star Plate
- ◆ Cold Bars
- ◆ Large Square Mirrors
- ◆ Sports Spoiler
- ◆ Rectangle Rear Lights
- ◆ Mooners



Performance Upgrades

Engine: **F-Energy Tech Engine**

Frame: **Carbon, Off-road**

Handling: **4W Power Steering**

Special: **Improved Gearbox**

Power-ups



There's a whole chapter on the various Power-ups later in the book. Generally, you want to collect Power-ups at every opportunity to give you an advantage over opponents. Power-ups are random, though weighted by the position you currently hold in the race; if you're in the lead, for example, you won't be given the UFO Power-up or the F-Energy Storm, while those trailing may gain those or another Power-up to catch them back up in the race. Strategically drop Power-ups to hamper your opponents at key junctions of the race, such as in front of boost pads or where a lane narrows.

Essences



Essences serve as currency to buy your upgrades and as F-Energy to power up your boost meter. You earn essences after completing challenges, which you turn in to purchase upgrades. On the tracks, you collect essences to fuel your boost meter. It's always a good idea to collect essences and hold on to the F-Energy for crucial spots during the race. You don't want to get stuck off-road without boost energy, and you want to take advantage of superboosts whenever possible. Essences float above the race track at various points, and sometimes you can find an essence crystal inside a hazard, such as a crate or ice column.

Spinouts and Collisions



A spinout may occur when you take a glancing blow from another car, clip an obstacle, or run into a Power-up (such as the pumpkin goo). Collisions happen when you hit something square on, such as another car at high speeds, a barricade or wall, or a Power-up (the tree from the Seed Thrower). You can accelerate from a spinout right away, which makes it a little less crippling than the collision, which takes you a few seconds to recover from first before you can accelerate. Moving the remote rapidly decreases the recovery time in a collision.

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Essences have a magnetic attraction to cars. If you get close, essences will be drawn to your car. Try driving between two close essences and you'll suck up both of them.

Tip



Driving Styles



Of course, everyone has a flair they bring to driving. Whatever works for you is the best course of action to pursue. However, there are generally three types of cars that excel on the tracks—speedy, maneuverable, and bruiser.

Speedy

Compact cars work well as speedy cars. They tend to have a high Top Speed value, the number one factor when choosing to play a speedy game.

You'll also want to invest in Acceleration to get up to Top Speed even faster. With speedy cars, you concentrate on getting off to a lightning start and leaving the other racers in the dust for the rest of the race. You must hit all your boost pads and superboost on straightaways. You don't want to jostle with other cars; your weight will be low and you'll get knocked around easily.



Maneuverable



A maneuverable car is generally a car with balanced score and a high Handling value. Midsize cars work well for this role. Maneuverable cars attempt

the same thing as speedy cars—hit your boost pads, use superboost, avoid too much jostling—but where they may not overtake a speedy car on a straightaway, the maneuverable car avoids hazards better, handles turns with precision, and can make a split-second direction change a thing of beauty.

Bruiser



Large vehicles are bruisers that rely on a high Weight value. They love to jostle at the start of the race and shove smaller cars out of their way. A bruiser

has great durability; generally, it will win the match of a collision with another vehicles. Even if it doesn't, its good Weight rating allows it to recover quickly. It does not have the same speed as other vehicles, so you don't want to stop often or you have little hope of catching speedier cars. On tracks where tight quarters are the norm, such as Pinball Canyon, or tracks that have underground sections, such as Mount Shiverest, the bruiser can battle through the course as well as any car.

Stylin' Sims: Argh Matey

Pirates never fall out of style, even with a scruffy goatee and eye patch. He's in it for the money, and no one is arguing as his car keeps bringing in the riches.

Styling Upgrades

- ◆ Bald
- ◆ No Hair Coloring
- ◆ Pinpoint Eyes
- ◆ Dark Skin
- ◆ Goatee
- ◆ Eye Patch
- ◆ Red Racing Shirt



Tracks



Your driving skills will only take you so far if you play each course the same. You have to learn the nuances of each track, every turn and hazard, to really drive like a champ. Even so, there are some basic tenets that apply to all tracks.

Starting Line



When they place you in front of the checkered starting line, get ready. In most races, except maybe obstacle courses, you want to shoot for a lightning start. The countdown will begin, and the outer gems on the start clock will turn yellow, then the next set will turn yellow, and then the final inner gems will turn green. Rev your engine while the gems are turning yellow and aim to get your needle in the green range on the engine meter. Nail the green and you get a boost out of the starting blocks, called a "lightning start." If you rev too low and end in the blue, you'll start slowly and struggle a bit to accelerate; even worse, if you rev too high and end in the red, your car stalls and you give all other racers a couple seconds' head start.

Turns



The most important part of the race track is the turns. If you can't manage turns, your car will end up in the ditch and lose quality seconds from your race time. All races have some time component, so it's never a good idea to miss a turn and spinout or crash. In general, you want to hug the inner part of the track as you enter a turn and then drift to the middle or outer edge. Drifting not only fills up your boost meter, but it also gives you more control over your vehicle and sets you up to end in the lane you want for the next part of the track.

Always look ahead to the following turn to predict your next move. If you have a second, you can take a glance at the mini-map to assess the course layout.

Tip

Ramps

Certain terrain can give you some altitude, such as jumping over the small lip of a hill, but most tracks have ramps to propel you

over obstacles or across gaps. Pay attention to these ramps; there's usually a good reason for their track placement. In the case of gaps, you must hit the ramp to jump the gap or you'll be reset and lose a lot of time. In other cases, you might need a ramp to reach a safer, or shorter, section of the track. Practice gathering as much speed as you can and drive straight through the center of the ramp to ensure an accurate jump.



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Save a little bit of boost for each ramp. Triggering a boost on the ramp's boost pad will launch you into a superboost and send you farther.

Tip



In the lead? You may not want to risk a shortcut and end up with a spinout or crash. If you're trailing on the final lap, risk the shortcut to make up time.

Tip

Boost Pads



For faster race times, use boost pads whenever you can. It saves on using your car's boost, and some courses have a chain of boost pads. If you complete the boost chain, it propels you at superboost speeds for a greater distance.

Shortcuts



Every track has hidden paths or off-road sections that may be faster to take than the main course. If it's an actual path, you want to ride the shortcut so

long as you can deal with any hazards along the way. If it's an off-road section, only take it if you have boost to negate the deceleration penalty of off-road terrain. Overcome the difficulties associated with any shortcut and you'll shorten the track, thus improving your race time. Always a good thing.

Custom Cars: Big Bruiser

Look out for this rugged rider that can smash small cars to the side and take all but a head-on collision in stride. It takes a while to get going, but once it does, nothing stands in its way.

Car Size: **Large**

Styling Upgrades

- ◆ SUV
- ◆ Reinforced Plate
- ◆ Straight Steel
- ◆ Angry Badger Hood Ornament
- ◆ Stacked Mirrors
- ◆ Pile o' Skulls
- ◆ Duotone Rear Lights
- ◆ Grinder Hub Caps



Performance Upgrades

Engine: **Quintuple Valve Engine**

Frame: **Alloy, Off-road**

Handling: **4W Power Steering**

Special: **Ballast**



Wii Performance Upgrades



“Nice set of wheels.” Ever hear someone say that about a fancy car they admire? Well, when you design your own car in the Garage, it’s more than wheels you’ll be looking to spiff up. You can customize your tires to look mighty fine, but Performance Upgrades—upgrades that affect how your car drives on the race tracks—concentrate on the Engine, Frame, and Steering (Handling). There are also Specials available that give you an extra part in any one of those categories. See the following pages in this chapter for all your Performance Upgrade options.



Engines primarily alter your Top Speed and Acceleration ratings. Top Speed is how fast you can go maxed out, while Acceleration is how quickly you can get that car moving from a dead stop. Engines with higher star ratings give you more speed and acceleration. Some Engines, such as the Quintuple Valve Engine, weigh in a little heavier, too, which helps with durability on the track.

Your Frame affects the car’s Weight and Handling. The more Weight your car has, the less likely you’ll be jostled around by other racing cars. Handling controls your maneuverability on the track, especially when traveling around turns or making quick moves at high speeds.

Frame can also alter Acceleration, so make sure you find one that fits your needs without penalizing you too much in one category.

Handling, as you might guess, controls your Handling score, as well as Acceleration. You’ll have to make a choice whether you want a little more control over the vehicle (Handling) or quicker burst speed (Acceleration).



The sum of your parts equals a whole race car. Spend your essences to buy many different parts and have fun experimenting on your cars. Remember, you have access to small, medium, and large cars, so different upgrades work better on different cars. We’ve designed three cars at peak performance for you here to show you how powerful you can make your cars. Ultimately, though, it’s how you want to drive on the tracks that determines what you put under the hood.



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Peak Performance

Take a peek under the hood and inside the chassis for some of the best Performance Upgrades in each racing category.

F-Energy Tech Engine

Engines give you Top Speed and Acceleration. The F-Energy Tech Engine cranks in both categories.

Alloy, Off-road

Your Frame supplies the vehicle's Weight. The Off-road Alloy maxes out Weight while helping out with Handling a bit.

4W Power Steering

Steering provides the car's Handling stability. You always want to make turns and dodge hazards, and 4W Power Steering is the best at that.

Racing Transmission

Special items upgrade various parts of your vehicle. No one complains when the Racing Transmission helps your engine purr like a lion.

The Performance Upgrades in the following pages are broken down in order of power. At

Note











the start of each category is the default upgrade, a zero-star item such as Manual Steering. Upgrades become more powerful with more stars; the last item (or items) in the category is a four-star upgrade and should be immediately installed unless you have a special purpose for your car.








Engines

	Part Name	Part Star Lvl	Top Speed	Accel.	Weight	Handling
	Inline Single Engine	0	0	0	0	0
	Super Single Engine	1	+1	+1	0	0
	Quadra Stroke Engine	1	+2	+2	0	0
	Twin Cam IV Engine	2	+3	+3	0	0
	Quintuple Valve Engine	2	+4	+3	+1	0
	Bio Port Engine	3	+4	+3	0	0
	Force Induction Engine	3	+5	+3	+1	0
	Lithium Plasma Engine	4	+4	+4	0	0
	Rotary Pulse Engine	4	+5	+4	0	0
	F-Energy Tech Engine	4	+5	+5	0	0

Frames

	Part Name	Part Star Lvl	Top Speed	Accel.	Weight	Handling
	Aluminum	0	0	0	0	0
	Aluminum, Off-Road	1	0	0	0	+1
	Steel	1	0	0	+1	0
	Steel, Off-Road	2	0	0	+1	+1
	Tungsten	2	0	0	+2	0
	Tungsten, Off-Road	3	0	0	+2	+1
	Alloy	3	0	-1	+3	0
	Alloy, Off-Road	4	0	-1	+3	+1
	Carbon Fiber	4	0	+1	-1	0
	Carbon, Off-Road	4	0	+1	-1	+1












Handling

	Part Name	Part Star Lvl	Top Speed	Accel.	Weight	Handling
	Manual Steering	0	0	0	0	0
	Improved Steering	1	0	-1	0	+1
	Power Steering	2	0	0	0	+1
	Adjustable Steering	2	0	-1	0	+2
	Articulated Steering	3	0	0	0	+2
	4W Steering	3	0	-1	0	+3
	4W Power Steering	4	0	0	0	+3

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Special

	Part Name	Part Star Lvl	Top Speed	Accel.	Weight	Handling
	Standard Gearbox	0	0	0	0	0
	Ballast	1	0	0	+1	0
	Improved Gearbox	1	+1	+1	0	0
	Steer-by-Wire	1	0	0	0	+1
	Differential	2	-1	-1	+1	+1
	Fuel Injection	2	+1	+1	+1	0
	Rear-Wheel Drive	2	+1	+1	+1	0
	Active Differential	3	0	0	+1	+1
	4-Wheel Drive	3	+1	+1	+1	+1
	Improved Transmission	4	+1	+1	0	+1
	Racing Transmission	4	+1	+2	-1	+1



Wii Challenges

Friends and rivals alike want your attention in the new racing town you've found yourself in. In Story Mode, as you ride around town, various characters will ask you to perform Challenges. To attempt a Challenge, drive your car to an active character icon on the map. The character explains the Challenge and takes you to the Challenge track. All Challenges take place on one of the 15 race courses in the game. If you choose to decline the Challenge for some reason, you can always attempt it later.

You earn a medal for successfully completing a Challenge: bronze for third place, silver for second place, and gold for first place. If you are unhappy with your result, you can always retake the Challenge to earn a better medal. You befriend characters by earning these medals and filling up the character's heart meter. Once you make a Friend, the character will give you a special blueprint to use as a Performance Upgrade on your car. You will also be awarded essences for scoring a medal on the Challenge; these essences are added to your running total and can be spent to buy upgrades for your car in the Garage. By aiding your Friends, you also help build up the town. You can watch your Friends' buildings level up the more Challenges you finish for them.



You can always go into your Friend Roster to replay any Challenge. Try for a better medal or earn additional essences to buy more upgrades for your car.

Tip

There are several different Challenge types. The standard Race Challenge pits you against other racers (up to seven); finish in first, second, or third and you gain a medal and pass the Challenge. A One-on-One Challenge is exactly as it sounds: you race against a single other opponent, winner take all. Gold, silver, and bronze medals are awarded based on how many seconds you finish in front of your opponent. Another variation on the Race Challenge, Burning Lap, gives you a time limit to complete a single lap. With Beat the Clock, you must pass as many checkpoints as possible before the time limit expires. Fortunately, passing a checkpoint renews time on the clock.

Where the first four Challenge types tend to reward speed on the track, the Obstacle Course tests your Handling skills. You can't blaze through an Obstacle Course or you'll crash and burn. It's more about dodging, weaving, and anticipating the



next obstacle in your way. For the Item Collection Challenges, you will be instructed to pick up a certain amount of items on the track for the character. Though it's

possible to speed through the track and grab the items, it takes a high degree of driving skill to succeed at top speeds. More likely, you'll want to cruise a little slower and emphasize your Handling of the car to collect all the items you need.

In your travels, you'll meet up with Mayor Rosalyn. The Mayor will ask you to participate in special events called Championships once you've accomplished many tasks for your Friends and out-raced several of your Rivals. To earn a new star rating, you must win a Championship. Win all four Championships and you earn the highest five-star rating.



Up to eight racers enter the Championship, and the Championship is scored over consecutive tracks. The first Championship races two tracks, the second three tracks, the third includes four tracks, and the last Championship is a marathon at five consecutive tracks. Players are awarded points at the end of each track based on how high they placed at the track's conclusion. At the end of the Championship, the player with the most points wins. Ultimately, you must earn medals in the Championship to progress the story and grow your town into a thriving metropolis.

The following Challenge pages are broken down into two sections. The first section talks about all your Friends and Crew. The second section focuses on your Rival Racers.

Characters appear in alphabetical order within

Note

their category (Friend or Rival), along with strategy tips to beat all Challenges.



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Chef Gino

Association: Friend

Location: Main Town

Appears: Star Level 1

Description: The very first time little Gino bit into a hot slice of pizza pie, he was taken away to a world of warm crust, tangy sauce, and cheesy goodness. At that moment, he gave his life over to Sweet Lady Pizza. Of course, becoming a master chef is not an easy road to follow. For Gino, it meant alienating friends and family, and losing a personal fortune on exotic spices and forbidden cheese. Now Gino wants to bring the pizza business to new heights by sponsoring drivers. The exposure would certainly help Gino's ambitious plan to expand his chain of pizza parlors.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Pizza Trials	Star Level 1	Obstacle Course Challenge	Tumbleweed Track	NA	NA	35 seconds	40 seconds	50 seconds
Race for the Pie!	Star Level 1	Race Challenge	Gopher Gulch	3	NA	1st place	2nd place	3rd place
Get 'Em While They're Hot	Star Level 1	Item Collection Challenge	Gopher Gulch	NA	38	40 items collected	32 items collected	20 items collected
Chef Gino's Bonus Round	Star Level 1	Beat the Clock Challenge	Gopher Gulch	NA	45+	12 gates passed	9 gates passed	5 gates passed



Challenges

Pizza Trials

- ◆ Tumbleweed Track
- ◆ Obstacle Course



On this Obstacle Course Challenge, you still have to reach the finish line as quickly as possible, even though you'll have to dodge pylons, barricades, cones, and rough

terrain. Reach the finish line in 50 seconds for a bronze medal, 40 seconds for a silver medal, and 35 seconds for a gold medal. Get off to a good start and watch the pylons around the first bend. Entering the first major curve, hang to your left and zip between the two pylons to collect the extra essence floating over the track. You can use this essence for a boost later on any of the straightaway sections. The orange cones will usually help you stay on the track by pointing you in the correct direction; however, at the halfway point, crash through the four cones blocking the road in order to avoid the line of pylons that will really slow you down if you smash into them. Approaching the last major turn, keep shy of the barricades along the left canyon wall, cruise around the bend, and accelerate to max speed as you fly across the finish line.

Race for the Pie!

- ◆ Gopher Gulch
- ◆ Race



The last three Challenges that Chef Gino offers you take place on the Gopher Gulch track—get to know it well so you can improve your times. In this Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the boost pads as possible and boosting through the three shortcut areas to make up time. Until you build up some essence and fill your boost meter, rely on the boost pads rather than the shortcuts, which will only slow you down if you try crossing them without boosting. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for a Power-up and first shot at the boost pad at the first bend. At the top of the track, the course wiggles back and forth; watch out for the cactus along that right side that can lie straight in your path if you take the previous turn too quickly. As you zoom toward the underground mountain section, pick up a Power-up and stay left to hit the boost pad. Out of the underground, stay right and race over the second boost pad. If you hit the combo of both these boost pads and have any essence left over for a superboost, you should speed toward victory without too much trouble.

Get 'Em While They're Hot

◆ Gopher Gulch

◆ Item Collection



Chef Gino is missing some pizzas and, amazingly, the delicious pies haven't been eaten yet. Collect the floating pies on the Gopher Gulch track for medals: 20 pies for bronze, 32 pies for silver, and 40 pies for gold. The trick here is not to go too fast. You want to stay under control at all times to reach each pizza as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer pies for your grand total. Unfortunately, there is a time limit; you can't drive ultra-slow to make sure you nab each pie. Just drive at a comfortable speed that allows you to make adjustments quickly. It wouldn't be much of a challenge if that's all there was to it. Some pizzas are on boost pads, which forces you to accelerate. You can go for those pies, but be prepared to jam on your brakes immediately to regain control. Some pizzas are high above the track. Jump for those, or use ramps to gain height and snatch the pies out of the sky. As you navigate the track,

avoid barricades and veering off the main course into rough terrain; stopping short and slowing to a crawl will hamper your attempt to collect all Chef Gino's pizza pies.

Chef Gino's Bonus Round

◆ Gopher Gulch

◆ Beat the Clock



In the Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass five gates for bronze, nine for silver, and 12 gates for gold. Each time you pass a gate, you gain additional time on your countdown ticker. By this point, you should know Gopher Gulch fairly well. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. So long as you keep your speed up and don't crash, you can score a gold medal on this one.



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Dolly Dearheart

Association: Friend

Location: Snowy Mountain

Appears: Star Level 3

Description: Dolly Dearheart was once a little girl who loved to play dress up. Today, she's president and CEO of DressCo, the Dress-Up Company. She now wants to launch her sportswear line, and Speedville seems to be the best place to do it!

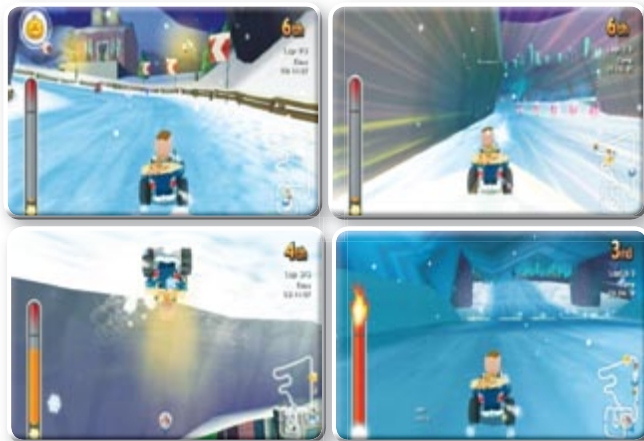


Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
DressCo Race	Star Level 3	Race Challenge	Chilly Hill Village	3	NA	1st place	2nd place	3rd place
Edelweiss	Star Level 3	Item Collection Challenge	Chilly Hill Village	NA	45	30 items collected	25 items collected	15 items collected
Dolly's Record	Star Level 4	Burning Lap Challenge	Mount Shiverest	1	NA	90 seconds	95 seconds	110 seconds
Speed Suit	Star Level 4	Beat The Clock Challenge	Mount Shiverest	NA	100+	18 gates passed	12 gates passed	6 gates passed

Challenges

DressCo Race

- Chilly Hill Village
- Race



Warm up the tires because it's another race on the icy streets of Chilly Hill Village. In a Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Edelweiss

- Chilly Hill Village
- Item Collection



Get your studs out because you only have 45 seconds to collect your flowers. You need at least 15 for bronze, 25 for silver, and 30 for gold. The trick on any Item Collection Challenge is not to go too fast. You want to stay under control at all times to reach each item as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer items for your grand total. Unfortunately, there is a time limit; you can't drive ultra-slow to make sure you nab each item. Just drive at a comfortable speed that allows you to make adjustments quickly. Some items may be on boost pads, which forces you to accelerate. You can go for those items, but be prepared to jam on your brakes immediately to regain control. Some items are high above the track. Jump for those, or use ramps to gain height and snatch the items out of the sky. As you navigate the track, avoid barricades and veering off the main course into rough terrain; stopping short and slowing to a crawl will hamper your attempt to collect all your items.

Dolly's Record

Mount Shiverest

Burning Lap

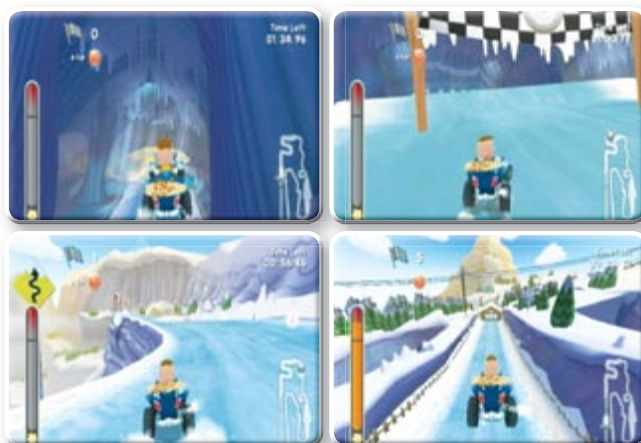


On Mount Shiverest, there's not much room for error. One slip on the ice and it's a restart for you, which will just about end your chances of earning a medal. You must finish the lap in 110 seconds for a bronze medal, 95 seconds for silver, and 90 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line. Early on, you might have to take it slowly to navigate the crevices carefully. Superboost on boost ramps and on the big jumps to gain some extra speed. Control your speed without forgoing it to finish on top.

Speed Suit

Mount Shiverest

Beat the Clock



In the Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass six gates for bronze, 12 for silver, and 18 gates for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

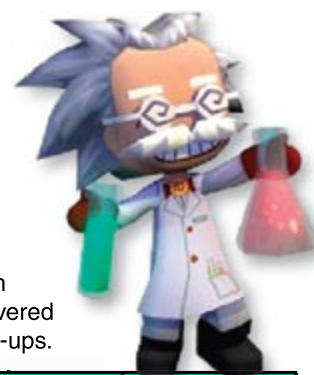
Dr.F

Association: Crew

Location: Main Town

Appears: Star Level 2

Description: Dr. F never had much success with "conventional" sciences. He now works with Rusty to invent different Power-ups that drivers can use against each other. Dr. F has recently discovered F-Energy that helps charge his Power-ups. Dr. F will give Challenges introducing the different Power-ups.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Advanced Driving	Star Level 0	Tutorial Challenge	Racing School	NA	NA	NA	NA	NA
Bubbles Galore!	Star Level 1	Obstacle Course Challenge	Racing School	NA	NA	22 seconds	28 seconds	34 seconds
Improbable Burning Lap	Star Level 2	Burning Lap Challenge	Racing School	1	NA	19 seconds	24 seconds	31 seconds
Boost Around the Clock	Star Level 4	Beat the Clock Challenge	Racing School	NA	30+	6 gates passed	4 gates passed	2 gates passed

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Challenges

Advanced Driving

Racing School

Tutorial

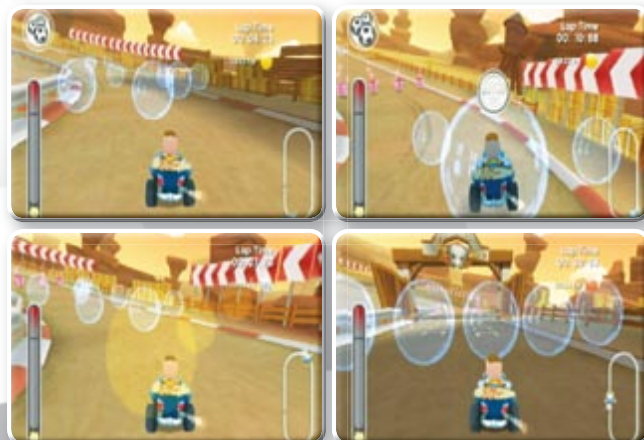


Dr. F takes over where Ol' Gabby left off and teaches you a few more tips on driving. On the center of the Racing School track, Dr. F sets up an obstacle course of rubbery pylons. If you hit one of these pylons, you'll bounce off rather harmlessly, so don't be afraid to try to squeeze between them at high speeds if you want to test the limits of your car. Your goal is to collect a bunch of the glowing essences around the track to charge up your boost meter. There is no time limit, so you'll be awarded a gold medal as soon as you collect enough essences to fill the boost meter and then perform a boost. The easiest method is to start on the outer edge and scoop up essences slowly, without driving by too many of them, and execute a boost when you have enough power to do so.

Bubbles Galore!

Racing School

Obstacle Course



Dr. F has been playing with bubbles again. Lots of bubbles. The large soap bubbles cover the track and will trap you unless you break them with soccer balls you gain

through the various Power-ups around the track. Try to race around the track as quickly as possible, but only do so if you can grab a Power-up along the way. You're doomed without soccer balls to break bubbles; don't accelerate so fast that you miss a Power-up line or get trapped in a bubble before you can pull the trigger on a soccer ball. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter). Reach the finish line in 34 seconds for a bronze medal, 28 seconds for a silver medal, and 22 seconds for a gold medal. Watch your turns and boost whenever you can take advantage of an obstacle-free area.

Improbable Burning Lap

Racing School

Burning Lap



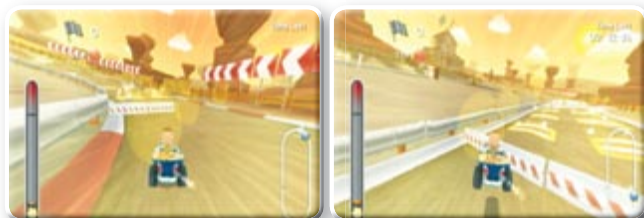
The nice thing about a Burning Lap at the Racing School is the track is a consistent elliptical shape. The not-so-nice thing about this Burning Lap is you'll be handicapped by constant Bunny Luv attacks. Get used to driving with your screen covered in pink hearts. Try to boost between the Bunny Luv attacks. When the Bunny Luv attack clogs your screen, shake your Wii Remote vigorously to clear it faster. You might even have to use your mini-map to guide your movements during the height of a Bunny Luv attack. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and don't wipe out. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line.

Boost Around the Clock

Racing School

Beat the Clock





The entire track is filled with boost pads. Sounds easy to rip around the course, except you have barricades all over the place. You must be able to constantly jump while

boosting to hop over the obstacles and complete laps. Pass two gates for bronze, four for silver, and six gates for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to swing around barricades and when to jump over them. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Goth Boy

Association: Friend

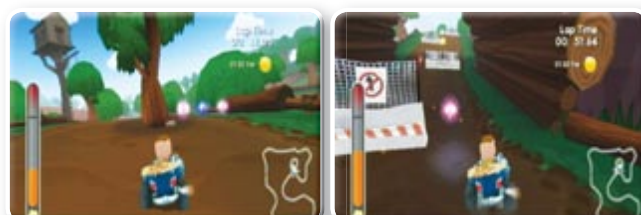
Location: Greenwood Forest

Appears: Star Level 4

Description: Meet Goth Boy, self-proclaimed "child of the night." Nothing makes him feel warmer than wrapping himself in a cloak of emotional darkness and writing poetry. Now he's found a new art form where he can express his emotions. He just opened up a new body painting shop. Paint and temporary tattoos are his trade. If you don't like the tattoo, just change right away!



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Where Angels Fear to Tread	Star Level 2	Obstacle Course Challenge	Tree Logger Trail	NA	NA	90 seconds	100 seconds	110 seconds
Borrowed Time	Star Level 2	Beat the Clock Challenge	Crater Lake	NA	65+	12 gates passed	8 gates passed	5 gates passed
Lost Time	Star Level 3	Beat the Clock Challenge	Bayou Boardwalk	NA	80+	24 gates passed	18 gates passed	12 gates passed
Heart of Darkness	Star Level 4	Obstacle Course Challenge	Darkwood Falls	NA	NA	90 seconds	100 seconds	110 seconds



Challenges

Where Angels Fear to Tread

- Tree Logger Trail
- Obstacle Course



Dodging trees is normal on the Tree Logger Trail; dodging pylons and barricades is not, but that's just what you'll have to do here. On an Obstacle Course Challenge, you still have to reach the finish line as quickly as possible, even though you'll have to avoid hazards, cones, and rough terrain. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter). Reach the finish line in 110 seconds for a bronze medal, 100 seconds for a silver medal, and 90 seconds for a gold medal. Watch your turns and boost whenever you can take advantage of an obstacle-free area. It's a long course, so don't panic if at first the going is a little slow.

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Borrowed Time

Crater Lake

Beat the Clock



In the Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass five gates for bronze, eight for silver, and 12 gates for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Lost Time

Bayou Boardwalk

Beat the Clock



Between difficult jumps and a dreary swamp run, notching gates on this Beat the Clock Challenge can be problematic.

It's also a marathon: Pass 12 gates for bronze, 18 for silver, and 24 for gold. Each time you pass a gate, you

gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Heart of Darkness

Darkwood Falls

Obstacle Course



If you thought jumping over hazards and making sharp turns on pavement was hard, wait until you have to do those maneuvers in the water. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter). Reach the finish line in 110 seconds for a bronze medal, 100 seconds for a silver medal, and 90 seconds for a gold medal. Watch your turns and boost whenever you can take advantage of an obstacle-free area. Avoid a head-on collision and you'll do fine.



Madame Zoe

Association: Friend

Location: Greenwood Forest

Appears: Star Level 2

Description: Deep in the forbidden swamps of Louisiana, there was a great secret. Forged by the Earth itself, it lay hidden for millennia until it was found by a country girl named Zoe. This humble palm reader had unwittingly discovered the world's first and only vein of the incredible fortune-telling mineral, Fortunite! After looking deep into her crystal ball, she saw an image of a kart. It called to her. Come to Speedville. Your destiny lies there. So off she went to open up a fortune-telling service for Daisy's Theme Park.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Foreseen Victory	Star Level 2	Race Challenge	Crater Lake	3	NA	1st place	2nd place	3rd place
The Forest for the Trees	Star Level 2	Obstacle Course Challenge	Crater Lake	NA	NA	44 seconds	56 seconds	70 seconds
Spirit Journey	Star Level 3	Obstacle Course Challenge	Bayou Boardwalk	NA	NA	85 seconds	95 seconds	105 seconds
Speed Reading	Star Level 3	Burning Lap Challenge	Bayou Boardwalk	1	NA	80 seconds	85 seconds	95 seconds



boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Challenges

Foreseen Victory

- Crater Lake
- Race



Madame Zoe has asked you to take a few scenic laps around the lake. In this Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the

The Forest for the Trees

- Crater Lake
- Obstacle Course



Generally, there's quite a bit of driving space on Crater Lake, so the Challenge's various hazards might not pose as large a threat as on other tracks. On an Obstacle Course Challenge, you still have to reach the finish line as quickly as possible, even though you'll have to dodge pylons, barricades, cones, and rough terrain. See the individual track map and racing tips for in-depth knowledge of the

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course (see "The Tracks" chapter). Reach the finish line in 70 seconds for a bronze medal, 56 seconds for a silver medal, and 44 seconds for a gold medal. Watch your turns and boost whenever you can take advantage of an obstacle-free area. Avoid a head-on collision and you'll do fine.

Spirit Journey

Bayou Boardwalk

Obstacle Course



Madame Zoe might feel at home near the bayou, but your car's undercarriage and wheels certainly don't. The whole track can be difficult, with the bayou proving particularly nasty at times. On an Obstacle Course Challenge, you still have to reach the finish line as quickly as possible, even though you'll have to dodge pylons, barricades, cones, and rough terrain. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks"

chapter). Reach the finish line in 50 seconds for a bronze medal, 40 seconds for a silver medal, and 35 seconds for a gold medal. Watch your turns and boost whenever you can take advantage of an obstacle-free area. Get through the bayou quickly and you've got it made.

Speed Reading

Bayou Boardwalk

Burning Lap



When you go all-out on this track, you must concentrate to stay on course or you're doomed. Miss a boardwalk jump or sink into the deeper bayou waters and you'll never make the set times. Complete a single lap in 95 seconds for a bronze medal, 85 seconds for silver, and 80 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line.

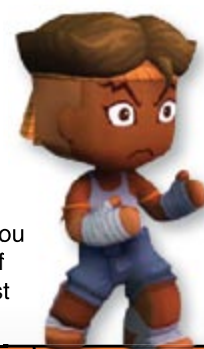
MasterAran

Association: Friend

Location: Greenwood Forest

Appears: Star Level 2

Description: Hey, friend! Do you find yourself constantly under attack by enemy forces? Ninjas got you down? Then you need Master Aran's School for Martial Artistry! In just minutes a day, you can teach yourself to command the mysterious powers of Sim Fu. Master Aran has recently opened a dojo in the beautiful forest on the outskirts of Speedville.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Fast Like the Cheetah	Star Level 2	Burning Lap Challenge	Tree Logger Trail	1	NA	80 seconds	86 seconds	96 seconds
The Tenacity of the Badger	Star Level 2	Beat the Clock Challenge	Tree Logger Trail	NA	120+	20 gates passed	15 gates passed	10 gates passed
Dojo Race	Star Level 3	Race Challenge	Bayou Boardwalk	3	NA	1st place	2nd place	3rd place
For Honor	Star Level 4	Item Collection Challenge	Darkwood Falls	NA	95	64 items collected	52 items collected	40 items collected



Challenges

Fast Like the Cheetah

♦ Tree Logger Trail

♦ Burning Lap



Complete a single lap in 96 seconds for a bronze medal, 86 seconds for silver, and 80 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so blaze through those trees as best you can.

Tenacity of the Badger

♦ Tree Logger Trail

♦ Beat the Clock



It's the same tree-filled track, only with gates that you shouldn't hit, either. In the Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass

10 gates for bronze, 15 for silver, and 20 for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Dojo Race

♦ Bayou Boardwalk

♦ Race



Be sure of your jumps on this track; you can't afford a miss and a momentum-draining restart. Watch the jostling, too; a push from an opponent at the key time can send you into a haystack or a swampy mud pit. In a Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

For Honor

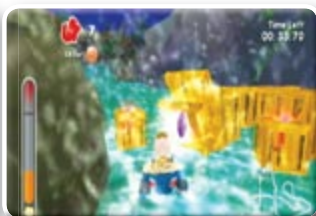
♦ Darkwood Falls

♦ Item Collection



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While going for your items, you'll also have to contend with log barriers, rushing water and rapids, rickety wood paths, and 95 seconds on the countdown clock. The trick on any Item Collection Challenge is not to go too fast. You want

to stay under control at all times to reach each item as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer items for your grand total. Unfortunately, there is a time limit; you can't drive ultra-slow to make sure you nab each item. Just drive at a comfortable speed that allows you to make adjustments quickly. Some items may be on boost pads, which forces you to accelerate. You can go for those items, but be prepared to jam on your brakes immediately to regain control. Some items are high above the track. Jump for those, or use ramps to gain height and snatch the items out of the sky. As you navigate the track, avoid barricades and veering off the main course into rough terrain; stopping short and slowing to a crawl will hamper your attempt to collect all your items.

Mayor Rosalyn

Association: Crew

Location: Main Town

Appears: Star Level 1

Description: Mayor Rosalyn has a whole city to run. Even as the paperwork piles up, she's diligently organizing the town Championships. The Championship races bring in all the best racers from around the area, including yourself! After you've completed a lot of Challenges for your Friends and think you're ready to earn another star rating, talk to Mayor Rosalyn and see if she's ready to start up the next Championship race.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Championship 1: Town Cup	Star Level 1	Championship	Tumbleweed Track, Gopher Gulch	NA	NA	1st place	2nd place	3rd place
Championship 2: Greenwood Cup	Star Level 2	Championship	Crater Lake, Tree Logger Trail, Sugar Rush Speedway	NA	NA	1st place	2nd place	3rd place
Championship 3: Snowy Cup	Star Level 3	Championship	Chilly Hill Village, Sunset Slalom, Bayou Boardwalk, Misty Motorway	NA	NA	1st place	2nd place	3rd place
Championship 4: Ultimate Cup	Star Level 4	Championship	Pinball Canyon, Dr. F's Daredevil Drive, Mount Shiverest, Darkwood Falls, Crescendo Cruise	NA	NA	1st place	2nd place	3rd place

Challenges

Town Cup

- ◆ Tumbleweed Track
- ◆ Gopher Gulch
- ◆ Championship



Your first Championship includes only two courses, and it will teach you the basics of the harder races to follow. In a Championship Challenge, beat the other racers to earn one of the three medals. The difference from a regular

Race Challenge, however, is that points are accumulated over several individual races according to how you finish in each race (for instance, you gain 10 points for finishing first, 8 points for finishing second, and so on down the line). The trick to winning the races rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. On most tracks, it's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).



Greenwood Cup

- ◆ Crater Lake
- ◆ Tree Logger Trail
- ◆ Sugar Rush Speedway
- ◆ Championship



The second Championship includes three courses, with the harder one sandwiched in between two courses where you can really pick up speed. In a Championship Challenge, beat the other racers to earn one of the three medals. The difference from a regular Race Challenge, however, is that points are accumulated over several individual races according to how you finish in each race (for instance, you gain 10 points for finishing first, 8 points for finishing second, and so on down the line). The trick to winning the races rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. On most tracks, it's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Snowy Cup

- ◆ Chilly Hill Village
- ◆ Sunset Slalom
- ◆ Bayou Boardwalk
- ◆ Misty Motorway
- ◆ Championship



The courses really start to get difficult beginning with the Snowy Cup tracks. In a Championship Challenge, beat the other racers to earn one of the three medals. The difference from a regular Race Challenge, however, is that points are accumulated over several individual races according to how you finish in each race (for instance, you gain 10 points for finishing first, 8 points for finishing second, and so on down the line). The trick to winning the races rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. On most tracks, it's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Ultimate Cup

- ◆ Pinball Canyon
- ◆ Dr. F's Daredevil Drive
- ◆ Mount Shiverest
- ◆ Darkwood Falls
- ◆ Crescendo Cruise
- ◆ Championship



Ready for the ultimate Challenge? This collection of five courses represents the toughest tracks in the game, and only a true racer can outlast the entire racing field to finish on the medal stand. In a Championship Challenge, beat the other racers to earn one of the three medals. The difference from a regular Race Challenge, however, is that points are accumulated over several individual races according to how you finish in each race (for instance, you gain 10 points for finishing first, 8 points for finishing second, and so on down the line). The trick to winning the races rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. On most tracks, it's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

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Ol' Gabby

Association: Crew

Location: Main Town

Appears: Star Level 0

Description: Ol' Gabby has a secret past: He is a former racing legend. He never thought he would return to the racing world, but here he is, teaching young upcoming racing stars. Gabby retired after a terrible kart crash. Jaded from the experience, he swore never to return to the world of racing, but Sir Charles convinced him to come teach and not race. Ol' Gabby owns the Garage, and it is there that all upgrades are done for vehicles.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Basic Driving	Star Level 0	Tutorial Challenge	Racing School	NA	NA	NA	NA	NA
Intermediate Driving	Star Level 0	Tutorial Challenge	Racing School	NA	NA	NA	NA	NA
Driving Test	Star Level 0	Race Challenge	Racing School	3	NA	1st place	2nd place	3rd place
Things that Go Bump	Star Level 3	Race Challenge	Racing School	3	NA	1st place	2nd place	3rd place

Challenges

Basic Driving

- ◆ Racing School
- ◆ Tutorial



Ol' Gabby knows more than how to tighten bolts. He did a bit of race driving himself in his younger years, and now he's imparting that knowledge to you. Start on the normal Racing School track and circle around collecting all the flags. Then work the dirt field inside the track. The trick on any Item Collection Challenge is not to go too fast. You want to stay under control at all times to reach each flag as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer items for your grand total. Drive at a comfortable speed that allows you to make adjustments quickly. As you navigate the track, avoid going off the main course into the sides; stopping short

and slowing to a crawl will hamper your attempt to collect all of your flags. On this tutorial, there is no time limit. Keep practicing until you get into a driving groove.

Intermediate Driving

- ◆ Racing School
- ◆ Tutorial



After driving under normal conditions, Ol' Gabby wants to teach you about jumping. Start on the normal Racing School track and circle around collecting all the flags. When you see a barricade, such as the one just in front of you at the starting line, pull up on the Wii Remote to jump over the barricade. When you see a ramp, accelerate to jump off the ramp higher and fetch any flags in the air. The trick on any Item Collection Challenge is not to go too fast. You want to stay under control at all times to reach each flag as it comes into view. If you go too fast, you'll zoom past three or four

before you regain control and that's fewer items for your grand total. Drive at a comfortable speed that allows you to make adjustments quickly. As you navigate the track, avoid going off the main course into the sides; stopping short and slowing to a crawl will hamper your attempt to collect all your flags. On this tutorial, there is no time limit. Keep practicing until you get into a driving groove.

Driving Test

♦ Racing School

♦ Race



Now that you have the basics under your racing belt, it's time to pit your skill against some of the other racers. In a Race Challenge, beat the other racers to earn one of the three medals. Collecting Power-ups will help as you may gain an advantage or harass your opponents with an offensive Power-up. If you're in the lead, you'll probably secure a Force Field. Use it immediately to protect against other racers' attacks. If you're trailing, you'll probably gain a watermelon. Shoot this homing missile at a car farther ahead to bring it to a stop and allow you to catch up. It's also important to get off to a lightning start; this sets you up for

Power-ups and propels you to the lead on the short track. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Things that Go Bump

♦ Racing School

♦ Race



The Driving Test race was just a warm-up. Now's the real deal. This race is full of Power-ups, essences, ramps, and aggressive drivers that will knock you off the road if you aren't careful. In a Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the boost pads as possible. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Poppy

Association: Friend

Location: Main Town

Appears: Star Level 1

Description: Flowers are cute! Have you ever noticed how totally, awesomely cute flowers are? Poppy has! In fact, this one time, she totally saw this puppy that was wrapped up in this big, fluffy, pink blanket, and it was still only almost as cute as flowers. Working in the flower shop is like Poppy's favorite thing ever, even if she has to deal with her grumpy-puss sister sometimes. Poppy really, really loves flowers. And rainbows. And stickers.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Flower Power	Star Level 2	Item Collection Challenge	Sugar Rush Speedway	NA	80	70 items collected	55 items collected	40 items collected
Blooming Race	Star Level 2	Race Challenge	Sugar Rush Speedway	3	NA	1st place	2nd place	3rd place
Eggstreme Racing	Star Level 3	Item Collection Challenge	Misty Motorway	NA	80	65 items collected	50 items collected	40 items collected

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Challenges

Flower Power

Sugar Rush Speedway

Item Collection



Unlike some other Item Collection Challenges, this one will have you weaving in and out of tunnels and dealing with some hazards. The trick on any Item Collection Challenge is not to go too fast. You want to stay under control at all times to reach each item as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer items for your grand total. Unfortunately, there is a time limit; you can't drive ultra-slow to make sure you nab each item. Just drive at a comfortable speed that allows you to make adjustments quickly. Some items may be on boost pads, which forces you to accelerate. You can go for those items, but be prepared to jam on your brakes immediately to regain control. Some items are high above the track. Jump for those, or use ramps to gain height and snatch the items out of the sky. As you navigate the track, avoid barricades and veering off the main course into rough terrain; stopping short and slowing to a crawl will hamper your attempt to collect all your items.

Blooming Race



Sugar Rush Speedway

Race

Poppy's asking for a little more "flower power" on this race, too. Rev up your engine from the start and don't look back. In a Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Eggstreme Racing

Misty Motorway

Item Collection



You start on the toughest section of the Misty Motorway track, so this Item Collection Challenge won't be easy. You'll have to contend with pit traps, boost pads, and slick water surfaces as you collect your items. The trick on any Item Collection Challenge is not to go too fast. You want to stay under control at all times to reach each item as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer items for your grand total. Unfortunately, there is a time limit; you can't drive ultra-slow to make sure you nab each item. Just drive at a comfortable speed that allows you to make adjustments quickly. Some items may be on boost pads, which forces you to accelerate. You can go for those items, but be prepared to jam on your brakes immediately to regain control. Some items are high above the track. Jump for those, or use ramps to gain height and snatch the items out of the sky. As you navigate the track, avoid barricades and veering off the main course into rough terrain; stopping short and slowing to a crawl will hamper your attempt to collect all of your items.

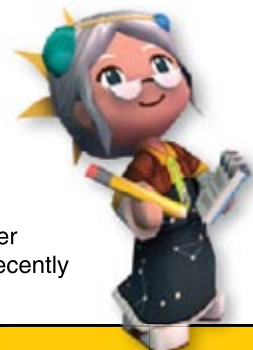
Professor Nova

Association: Friend

Location: Snowy Mountain

Appears: Star Level 3

Description: Professor Nova has always loved the stars. Surely there's more to their power than can be explained by simple science! That's why she always reads her horoscope. She has recently received funding to open a new observatory in the mountains near Speedville.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Meteorite or Wrong	Star Level 3	Item Collection Challenge	Sunset Slalom	NA	110	80 items collected	65 items collected	50 items collected
Shooting Star Race	Star Level 3	Race Challenge	Sunset Slalom	2	NA	1st place	2nd place	3rd place
Time Dilation	Star Level 3	Beat the Clock Challenge	Sunset Slalom	NA	125+	18 gates passed	12 gates passed	6 gates passed
OG Race	Star Level 4	Obstacle Course Challenge	Mount Shiverest	NA	NA	95 seconds	105 seconds	115 seconds

Challenges

Meteorite or Wrong

◆ Sunset Slalom

◆ Item Collection



Meteorites are harder to catch than you might think. They're not stuck in a convenient crater; rather, they hover around the track, sometimes near boost pads, ski lifts, and tight turns. Fortunately, there are a few places where you can score three meteorites in one convenient clump. The trick on any Item Collection Challenge is not to go too fast. You want to stay under control at all times to reach each item as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer items for your grand total. Unfortunately, there is a time limit; you can't drive ultra-slow to make sure you nab each item. Just drive at a comfortable speed that allows you to make adjustments quickly. Some items may be on boost pads, which forces you to accelerate. You can go for those items, but be prepared to jam on your brakes immediately to regain control. Some items are high above the track. Jump for those, or use ramps to gain height and snatch the items

out of the sky. As you navigate the track, avoid barricades and veering off the main course into rough terrain; stopping short and slowing to a crawl will hamper your attempt to collect all your items.

Shooting Star Race

◆ Sunset Slalom

◆ Race



Sunset Slalom requires nerves of steel and wheels of lightning. A little traction on those wheels never hurts either. In a Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. It's crucial to use the shortcut before the snowman maze. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

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Time Dilation

- ◆ Sunset Slalom
- ◆ Beat the Clock



Time isn't on your side here. You start with 125 seconds or less to find all the gates. Pass six gates for bronze, 12 for silver, and 18 for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

0G Race

- ◆ Mount Shiverest
- ◆ Obstacle Course



There is gravity on this track, but you might not feel like there is with the amount of jumping you'll have to do to overcome the hazards. On an Obstacle Course Challenge, you still have to reach the finish line as quickly as possible, even though you'll have to dodge pylons, barricades, ice columns, and rough terrain. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter). Reach the finish line in 115 seconds for a bronze medal, 105 seconds for a silver medal, and 95 seconds for a gold medal. Watch your turns and boost whenever you can take advantage of an obstacle-free area. When in doubt, drift around obstacles if you can to avoid a collision that will stop you dead in your tracks.

Roxie Road

Association: Friend

Location: Stunt Land Theme Park

Appears: Star Level 4

Description: Roxie sees Speedville as an opportunity to expand her ice cream empire! She'll be sure to bring all her cleaning products along, too. Moving is a messy affair!



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Meltdown	Star Level 4	Item Collection Challenge	Dr. F's Daredevil Drive	NA	140	72 items collected	58 items collected	45 items collected
Ice Cream Cup	Star Level 4	Race Challenge	Dr. F's Daredevil Drive	2	NA	1st place	2nd place	3rd place
Tutti Frutti Trouble	Star Level 4	Obstacle Course Challenge	Pinball Canyon	NA	NA	100 seconds	110 seconds	120 seconds
Banana Split Second	Star Level 4	Beat the Clock Challenge	Dr. F's Daredevil Drive	NA	155+	24 gates passed	16 gates passed	8 gates passed

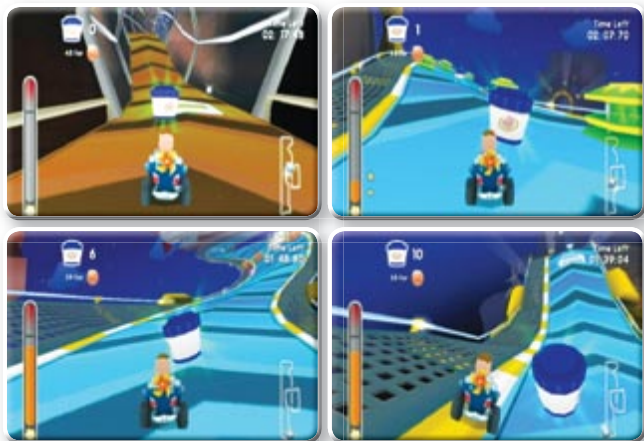


Challenges

Meltdown

◆ Dr. F's Daredevil Drive

◆ Item Collection



Item Collection can be simple on a straight road. It's a little more complicated on a pinball track with bumpers to swerve around, dividers to dodge, and jumps to reach separate sections of track. The trick on any Item Collection Challenge is not to go too fast. You want to stay under control at all times to reach each item as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer items for your grand total. Unfortunately, there is a time limit; you can't drive ultra-slow to make sure you nab each item. Just drive at a comfortable speed that allows you to make adjustments quickly. Some items may be on boost pads, which forces you to accelerate. You can go for those items, but be prepared to jam on your brakes immediately to regain control. Some items are high above the track. Jump for those, or use ramps to gain height and snatch the items out of the sky. As you navigate the track, avoid barricades and veering off the main course into rough terrain; stopping short and slowing to a crawl will hamper your attempt to collect all of your items.

Ice Cream Cup

◆ Pinball Canyon

◆ Race

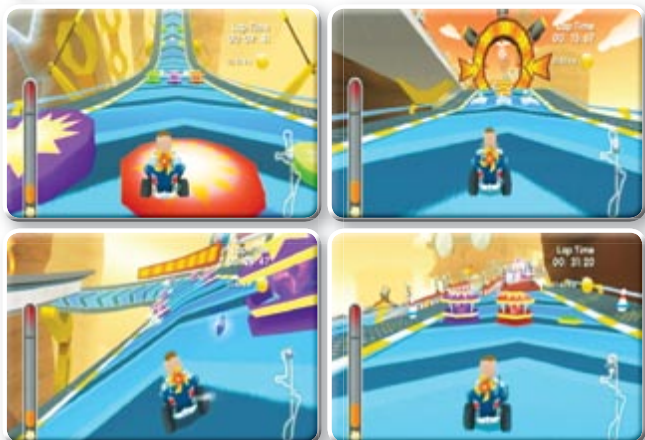


It's a sweet deal if you come out on top in this race through a giant pinball machine. In a Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Tutti Frutti Trouble

◆ Dr. F's Daredevil Drive

◆ Obstacle Course



Bumpers are your enemy as you try to survive this Challenge. On an Obstacle Course, you still have to reach the finish line as quickly as possible, even though you'll have to dodge bumpers, barricades, and sides, and make tough jumps to reach new sections of track. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter). Reach the finish line in 120 seconds for a bronze medal, 110 seconds for a silver medal, and 100 seconds for a gold medal. Watch your turns and boost whenever you can take advantage of an obstacle-free area. Avoid a head-on collision and you'll do fine.

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Banana Split Second

◆ Dr. F's Daredevil Drive

◆ Beat the Clock



We're sure Roxie will be more than happy to share a sundae with you should you beat this Challenge for her. In the Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass eight gates for bronze, 16 for silver, and 24 for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Samurai Bob

Association: Friend

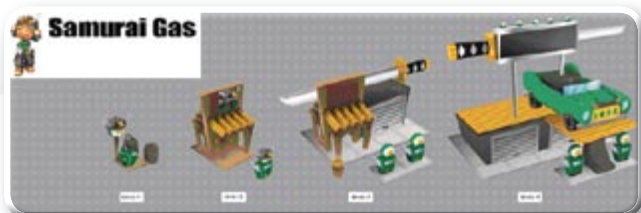
Location: Main Town

Appears: Star Level 1

Description: Samurai Bob has recently inherited his father's business: Samurai Gas. "Discipline and honor" is the business's motto, and it's exactly how Bob intends to continue his father's legacy. Bob's gas station will be ideal for testing new green-friendly fuels. Samurai Gas intends to bring gas power to a more environmentally friendly future.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
My Master's Wrenches	Star Level 1	Item Collection Challenge	Tumbleweed Track	NA	40	40 items collected	32 items collected	20 items collected
Legend of the Green Samurai	Star Level 1	Race Challenge	Tumbleweed Track	3	NA	1st place	2nd place	3rd place
Samurai Bob's Bonus Round	Star Level 1	Beat the Clock Challenge	Tumbleweed Track	NA	35+	12 gates passed	9 gates passed	5 gates passed



Challenges

My Master's Wrenches

◆ Tumbleweed Track

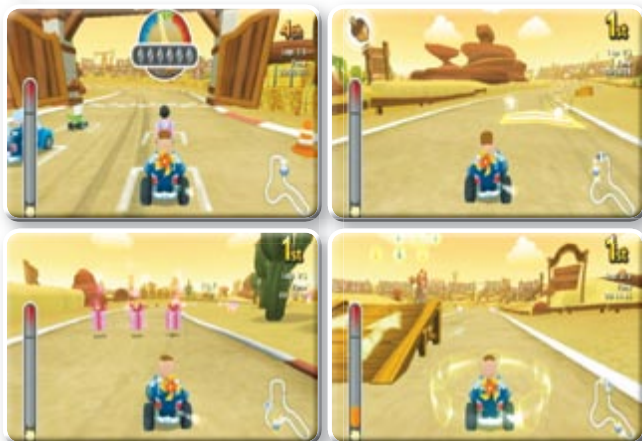
◆ Item Collection

Bob needs his missing wrenches returned, and you're just the racer to find them all. The trick on any Item Collection Challenge is not to go too fast. You want to stay under control at all times to reach each item as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer items for your grand total. Unfortunately, there is a time limit; you can't drive ultra-slow to make sure you nab each item. Just drive at a comfortable speed that allows you to make adjustments quickly. Some items may be on boost pads, which forces you to accelerate. You can go for those items, but be prepared to jam on your brakes immediately to regain control. Some items are high above the track. Jump for those, or use ramps to gain height and snatch the items out of the sky. As you navigate the track, avoid barricades and veering off the main course into rough terrain; stopping short and slowing to a crawl will hamper your attempt to collect all of your items.

Legend of the Green Samurai

◆ Tumbleweed Track

◆ Race



Ready for another race amongst the tumbleweeds? In a Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time.

Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Samurai Bob's Bonus Round

◆ Tumbleweed Track

◆ Beat the Clock



You should have a handle on the Tumbleweed Track by now. Use that comfort level to shave off a few seconds here and there in turns and when blasting off boost pads. In the Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass five gates for bronze, nine for silver, and 12 for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Shirley the Stylist

Association: Friend

Location: Main Town

Appears: Star Level 3

Description: Helmet hair again, huh? Have a seat, hon, and let Shirley take care of you. Even if you do wear a helmet, you still need to look good under it because you'll take it off at some point or another.

Trust your Shirley. She'll have you looking fine in no time.



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Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
A Fast Clip	Star Level 4	Burning Lap Challenge	Crescendo Cruise	1	NA	76 seconds	80 seconds	90 seconds
Hair-Raising Race	Star Level 4	Race Challenge	Crescendo Cruise	3	NA	1st place	2nd place	3rd place
Shaving Seconds	Star Level 4	Beat the Clock Challenge	Crescendo Cruise	NA	55+	18 gates passed	12 gates passed	6 gates passed



Challenges

A Fast Clip

- ◆ Crescendo Cruise
- ◆ Burning Lap



Complete a single lap in 90 seconds for a bronze medal, 80 seconds for silver, and 76 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line. See the Crescendo Cruise tips in "The Tracks" chapter.

Hair-Raising Race

- ◆ Crescendo Cruise
- ◆ Race

As with any Crescendo race, don't go for the lightning start when the race begins or you'll shoot off the track. Rather, hang a sharp left and pick up the Power-up. As with all Race Challenges, beat the other racers to earn one of the three medals. The trick to winning the race rests on hitting as many of the boost pads as possible and boosting through the major shortcut area to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Shaving Seconds

- ◆ Crescendo Cruise
- ◆ Beat the Clock



While Shirley might want to take scissors to your hair, you can cut off time on the track by following the racing tips from the Crescendo Cruise course in "The Tracks" chapter. In this Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass six gates for bronze, 12 for silver, and 18 for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your

car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence.

Sir Charles

Association: Crew

Location: Main Town

Appears: Star Level 5

Description: This old billionaire is the visionary behind Speedville, though his dream has taken a turn for the worse because of Morcubus's treachery. But now he's back, and it's time to turn things around! But for that, Sir Charles will need the help of a young racing prodigy...



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
The Secret Race	Star Level 5	Vs. Race Challenge	Racing School by Night	9	NA	Win with 10 sec	Win with 5 sec	Win with 0 sec

Challenges

The Secret Race

♦ Racing School (at night)

♦ Vs.



After you've finally beaten the Ultimate Cup and defeated Morcubus, the mysterious stranger who has been shadowing you will reveal himself as Sir Charles. He's been behind the scenes nurturing you and setting up events to foil Morcubus's plans. By winning the Ultimate Cup, you've aided Sir Charles and Ol' Gabby in saving the town. Now Sir Charles has a special request: Race with him for fun around a specially designed obstacle course on the Racing School track at night.



It's only you versus Sir Charles. The race lasts nine laps, and it's filled with crates that will slow you to a crawl if you barrel through them.



The crates are your biggest obstacle. Don't worry about what Sir Charles is up to. Concentrate on avoiding the obstacles. It's possible to swing out wide on some to dodge them, but most hazard areas are filled with them from wall to wall. Of course, if Sir Charles is ahead of you, he may have already carved a path through the crates. If not, you have to find another way around them.



The best way to avoid the crates is to jump over them. Before each crate area, you'll see a series of three ramps. When you approach, one or two of these ramps will rise up into the inclined position, but you never know which ones it'll be. Stay alert and boost toward an upturned ramp. Scoop up as many essences as you can in midair to power up boosting later.

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Try to get as airborne as possible. The more boosting you put into the ramp, the farther you'll go. A stellar jump can carry you high over the hazards and almost directly onto the next set of ramps. Hopping like this will give you a big lead over Sir Charles.



Use your Power-ups wisely while dodging Sir Charles's. The bubble and watermelon can be particularly deadly in this race because they stop you cold.



Soldier through the course, even if you miss a jump and crash into crates. Boosting through the crates helps to minimize the delay, and remember that Sir Charles is facing the same challenges. One or two runs through crates will not sink your chances. There are nine laps to make up ground.



It might be neck and neck for most of the rest—Sir Charles is an excellent driver!—but if you make your jumps and trigger some timely Power-ups, you'll boost to the finish line before him. Simply beat him to earn the bronze medal. Best him by five seconds for silver, and if you can manage the astounding feat of beating him by 10 seconds, you win gold.

Travis

Association: Friend

Location: Snowy Mountain

Appears: Star Level 2

Description: Travis has another passion besides chasing girls—race cars. He's always dreamed of riding one, but for now he just wants to write about them. Now he works for a racing magazine that covers every racing event in Speedville.



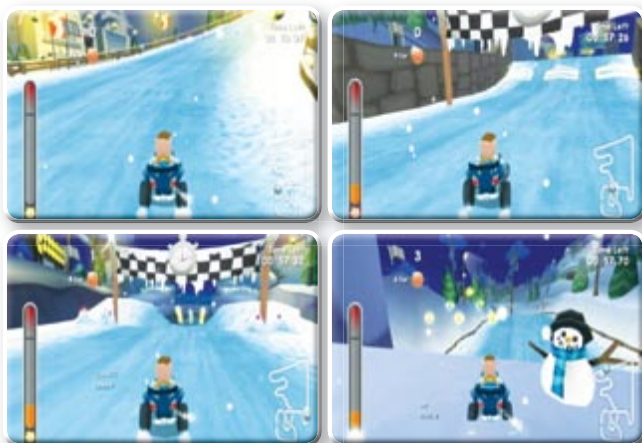
Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Racing Scoop	Star Level 3	Beat the Clock Challenge	Chilly Hill Village	NA	75+	18 gates passed	15 gates passed	9 gates passed
Three Page Special	Star Level 3	Burning Lap Challenge	Sunset Slalom	1	NA	100 seconds	106 seconds	120 seconds
Burning Rubber on the Cover	Star Level 4	Race Challenge	Mount Shiverest	3	NA	1st place	2nd place	3rd place

Challenges

Racing Scoop

- Chilly Hill Village
- Beat the Clock



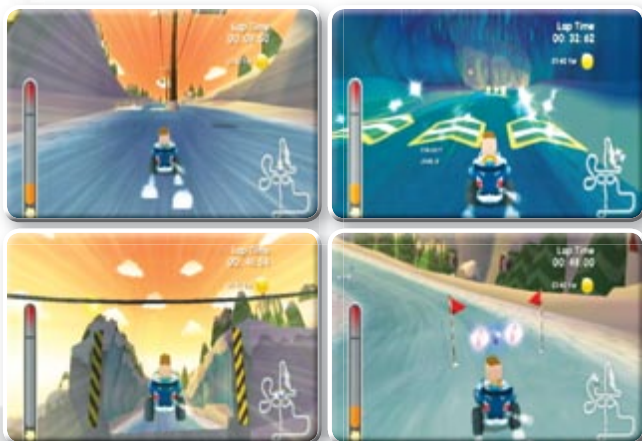


To impress Travis and his photographer buddies, race through the village and lap all the gates. In the Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass nine gates for bronze, 15 for silver, and 18 for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Three Page Special

◆ Sunset Slalom

◆ Burning Lap



If you want more magazine coverage and get a whole feature written up on you, show them what you've got on the Sunset Slalom. Complete a single lap in 120 seconds to earn a bronze medal, 106 seconds for silver, and 100 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push

your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line.

Burning Rubber on the Cover

◆ Mount Shiverest

◆ Race



You're almost to the big time: A cover with Travis's magazine. You just have to win the race on Mount Shiverest. In a Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).



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Trevor

Association: Friend

Location: Main Town

Appears: Star Level 3

Description: Greetings, my name is Trevor Verily. I am a troubadour of the stage and lover of all things dramatic! And what I would love most of all is to build a playhouse right here in Speedville. I'll dramatize the life of a racer!



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
O Tempora O Mores!	Star Level 2	Beat the Clock Challenge	Sugar Rush Speedway	NA	50+	12 gates passed	9 gates passed	6 gates passed
Applause, Sweet Applause	Star Level 3	Race Challenge	Misty Motorway	3	NA	1st place	2nd place	3rd place
Trevor's Encore	Star Level 3	Beat the Clock Challenge	Misty Motorway	NA	40+	12 gates passed	9 gates passed	6 gates passed



countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Challenges

O Tempora O Mores!

◆ Sugar Rush Speedway

◆ Beat the Clock



You'll need a dramatic showing to win gold on the Sugar Rush Speedway. In the Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass six gates for bronze, nine for silver, and 12 for gold. Each time you pass a gate, you gain additional time on your

Applause, Sweet Applause

◆ Misty Motorway

◆ Race



On the Misty Motorway, it's your skills against the other drivers' skills. Beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really

speedy later, rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Trevor's Encore

◆ Misty Motorway

◆ Beat the Clock



Your encore Challenge pits you against the clock as you race for gates on the Misty Motorway. In the Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass six gates for bronze, nine for silver, and 12 for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Vic Vector

Association: Friend

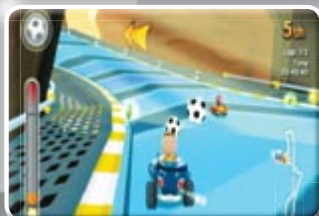
Location: Stunt Land Theme Park

Appears: Star Level 4

Description: Meet arcade owner Vic Vector, better known by his online name AwesomElf42. Reality's boring, so Vic spends his time in a land of fantasy—a land where heroes undertake epic quests, dragons and magic are real, and men in their 30s can play with action figures all day. Vic is presently designing a racing game for his arcade and needs input from racers.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
8-Bit Race	Star Level 4	Race Challenge	Pinball Canyon	2	NA	1st place	2nd place	3rd place
Death by Pinball	Star Level 4	Obstacle Course Challenge	Dr. F's Daredevil Drive	NA	NA	60 seconds	70 seconds	80 seconds
Bonus Level	Star Level 4	Beat the Clock Challenge	Pinball Canyon	NA	55+	27 gates passed	18 gates passed	9 gates passed



Challenges

8-Bit Race

◆ Pinball Canyon

◆ Race

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Eight racers clog the bumper-ridden track, and you have to use all your arcade skills to earn the high score. In a Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Death by Pinball

◆ Dr. F's Daredevil Drive

◆ Obstacle Course



The Daredevil Drive can cause even veteran racers to score slow times. Handle it like you would any other obstacle course, except there will be a few more hazards blocking your path—namely giant bumpers. On an Obstacle Course Challenge, you still have to reach the finish line as quickly as possible, even though you'll have to dodge bumpers, barricades, and railings, and make crazy jumps to new track sections. See the

individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter). Reach the finish line in 80 seconds for a bronze medal, 70 seconds for a silver medal, and 60 seconds for a gold medal. Watch your turns and boost whenever you can take advantage of an obstacle-free area. Avoid a head-on collision and you'll do fine.

Bonus Level

◆ Pinball Canyon

◆ Beat the Clock



Lucky you, Vic has given you a bonus level! How many gates can you cross before the bumpers slow you down too much? In the Beat the Clock Challenge, you must pass as many gates as you can in the time limit. Pass five gates for bronze, nine for silver, and 12 for gold. Each time you pass a gate, you gain additional time on your countdown ticker. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Watanabe and Sachiko

Association: Friends

Location: Greenwood Forest

Appears: Star Level 2

Description: Chef Watanabe has dedicated his life to the art of sushi. With patience and precision, he's learned to make every piece of sushi a masterpiece. Every cut is exact, every roll perfectly round. Try his new masterpiece, a kart made out of sushi! Sachiko is Chef Watanabe's niece and pupil. She's totally hyper and is always happy. She works as an assistant chef, helping her uncle with the restaurant.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Gone Fishin'	Star Level 2	Item Collection Challenge	Crater Lake	NA	35	40 items collected	32 items collected	20 items collected
Speed Sushi	Star Level 2	Race Challenge	Tree Logger Trail	3	NA	1st place	2nd place	3rd place
Ancient Secret Recipe	Star Level 3	Item Collection Challenge	Bayou Boardwalk	NA	50	70 items collected	55 items collected	35 items collected
Sushi Race	Star Level 4	Race Challenge	Darkwood Falls	3	NA	1st place	2nd place	3rd place

Challenges

Gone Fishin'

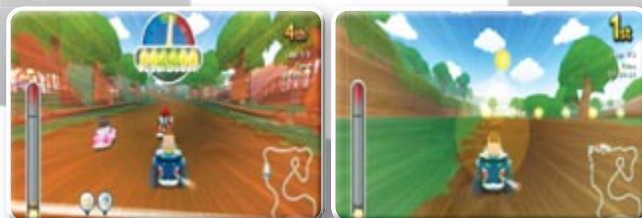
- Crater Lake
- Item Collection



Chef Watanabe needs fish to cook. Collect as many as you can as you circle around the lake. The trick on any Item Collection Challenge is not to go too fast. You want to stay under control at all times to reach each item as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer items for your grand total. Unfortunately, there is a time limit; you can't drive ultra-slow to make sure you nab each item. Just drive at a comfortable speed that allows you to make adjustments quickly. Some items may be on boost pads, which forces you to accelerate. You can go for those items, but be prepared to jam on your brakes immediately to regain control. Some items are high above the track. Jump for those, or use ramps to gain height and snatch the items out of the sky. As you navigate the track, avoid barricades and veering off the main course into rough terrain; stopping short and slowing to a crawl will hamper your attempt to collect all of your items.

Speed Sushi

- Tree Logger Trail
- Race



On Tree Logger Trail, trees can knock you out of the race faster than other drivers. As with any Race Challenge, beat the other racers to earn one of the three medals. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Ancient Secret Recipe

- Bayou Boardwalk
- Item Collection



You begin inside a barn and could end up on a boardwalk in your quest for Watanabe's recipes. The trick on any Item Collection Challenge is not to go too fast. You want to stay under control at all times to reach each item as it comes into view. If you go too fast, you'll zoom past three or four before you regain control and that's fewer items for your grand total. Unfortunately, there is a time limit; you can't drive ultra-slow

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to make sure you nab each item. Just drive at a comfortable speed that allows you to make adjustments quickly. Some items may be on boost pads, which forces you to accelerate. You can go for those items, but be prepared to jam on your brakes immediately to regain control. Some items are high above the track. Jump for those, or use ramps to gain height and snatch the items out of the sky. As you navigate the track, avoid barricades and veering off the main course into rough terrain; stopping short and slowing to a crawl will hamper your attempt to collect all of your items.

Sushi Race

◆ Darkwood Falls

◆ Race



It's probably no coincidence that a master chef of fish puts his top race in a course half filled with water. Besides water riding, you should follow the standard racing procedures to place first, second, or third. The trick to winning the race, especially because early in the game your car won't have as many of the souped-up upgrades that will make it really speedy later, rests on hitting as many of the boost pads as possible and boosting through any shortcut areas to make up time. Collecting Power-ups will also help because you may gain an advantage or harass your opponents with an offensive Power-up. It's important to get off to a lightning start; this sets you up for Power-ups and first shot at any boost pad. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).

Brandi

Association: Morcubus's Gang **Location:** Stunt Land Theme Park

Car Type: Buggy

Appears: Star Level 4

Description: Though she won't admit to it, Brandi is responsible for some of the world's most infamous moments in mischief. Some say she was even responsible for The Great Egging of '03. All that is in the past, however; Brandi is taking a break from her mischievous ways and has become a desert nomad. She searches deep inside her psyche to find out how she came to be so devious...



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Bandit Run	Star Level 4	Burning Lap Challenge	Dr. F's Daredevil Drive	1	NA	130 seconds	140 seconds	160 seconds
Apocalypse Soon	Star Level 4	Vs. Race Challenge	Dr. F's Daredevil Drive	2	NA	Win with 10 sec	Win with 5 sec	Win with 0 sec

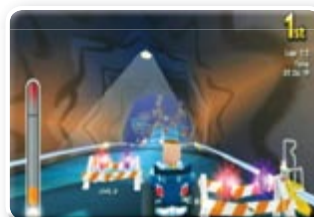
Challenges

Bandit Run

◆ Dr. F's Daredevil Drive

◆ Burning Lap



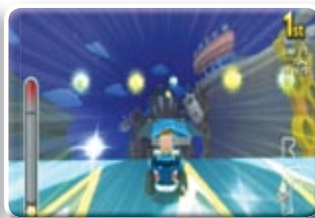


To earn the right to face off against Brandi, first you have to beat her best times on Dr. F's pinball course. Complete a single lap in 160 seconds to earn a bronze medal, 140 seconds for silver, and 130 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line. If you complete the first Challenge successfully, you get the privilege of racing against your Rival for top bragging rights.

Apocalypse Soon

♦ Dr. F's Daredevil Drive

♦ Vs.



Keep the accelerator to the floor and weave between the bumpers if you want to have a shot at outpacing Brandi. In this One-on-One match, you must beat her to win the bronze medal, beat her by 5 seconds for silver, and by 10 seconds for gold. Follow the track tips and strategy from the individual track map of the course in "The Tracks" chapter. In general, begin with a lightning start so you have first crack at Power-ups and boost pads. Speaking of a little turbo speed, hit as many boost pads as possible and boost through any shortcuts to gain time on your Rival. Collect Power-ups and use them offensively or defensively, depending on the situation. Unlike normal races, you only have one opponent. Be aware of where your Rival is at all times, so you know when to take big risks or play it safe for the victory.

Chaz McFreely

Association: Independent Racer **Location:** Main Town

Car Type: Modern Race Car

Appears: Star Level 1

Description: You and Chaz go way back. He's a friend from childhood, but don't let that fool you. Chaz won't do you any favors on the track. He's racing to win. You both grew up dreaming to race and here you both are. Isn't that great? Chaz loves speed and the smell of burnt rubber.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Chaz McFreely's Time Trial	Star Level 1	Burning Lap Challenge	Tumbleweed Track	1	NA	30 seconds	35 seconds	40 seconds
The McFreely Initiative	Star Level 1	Vs. Race Challenge	Tumbleweed Track	3	NA	Win with 10 sec	Win with 5 sec	Win with 0 sec

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Challenges

Chaz McFreely's Time Trial

◆ Tumbleweed Track

◆ Burning Lap



Tumbleweed Track is short compared to some of the later tracks, so there's no room for a collision if you want to break the best times. Complete a single lap in 40 seconds to earn a bronze medal, 35 seconds for silver, and 30 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line. If you complete the first Challenge successfully, you get the privilege of racing against your Rival for top bragging rights.

The McFreely Initiative

◆ Tumbleweed Track

◆ Vs.



When up against your childhood friend, it's a shame only one of you can take home the prize. But if it's going to only be one, it might as well be you. In this One-on-One match, you must beat your Rival to win the bronze medal, beat him by 5 seconds for silver, and by 10 seconds for gold. Follow the track tips and strategy from the individual track map of the course in "The Tracks" chapter. In general, begin with a lightning start so you have first crack at Power-ups and boost pads. Speaking of a little turbo speed, hit as many boost pads as possible and boost through any shortcuts to gain time on your Rival. Collect Power-ups and use them offensively or defensively, depending on the situation. Unlike normal races, you only have one opponent. Be aware of where your Rival is at all times, so you know when to take big risks or play it safe for the victory.



DJ Candy

Association: Independent Racer **Location:** Main Town

Car Type: Sports Car (European)

Appears: Star Level 2

Description: Awwwwwwwwww, yeah...boom-chicka-tssh-chicka-boom-tssh-tssh...Isn't it beautiful? It has the best tweeters, midranges, midbasses, woofers, and subwoofers. Oh yeah, listen to it! DJ Candy rules the streets of Speedville in her neon-lit custom car. She's a party goddess and the party goes wherever she does!



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
DJ Candy's Time Trial	Star Level 2	Burning Lap Challenge	Sugar Rush Speedway	1	NA	40 seconds	44 seconds	50 seconds
Breaking the Sound Barrier	Star Level 2	Vs. Race Challenge	Sugar Rush Speedway	3	NA	Win with 8 sec	Win with 4 sec	Win with 0 sec

Challenges

DJ Candy's Time Trial

- ♦ Sugar Rush Speedway
- ♦ Burning Lap



Cheers sound as you rev your engine to compete in DJ Candy's backyard. Complete a single lap in 50 seconds to earn a bronze medal, 44 seconds for silver, and 40 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line. If you complete the first Challenge successfully, you get the privilege of racing against your Rival for top bragging rights.

Breaking the Sound Barrier

- ♦ Sugar Rush Speedway
- ♦ Vs.



Want to be a triple-platinum star with all the fans? Then you've got to beat the best, and DJ Candy won't go out with a whimper. In this One-on-One match, you must beat her to win the bronze medal, beat her by 4 seconds for silver, and by 8 seconds for gold. Follow the track tips and strategy from the individual track map of the course in "The Tracks" chapter. In general, begin with a lightning start so you have first crack at Power-ups and boost pads. Speaking of a little turbo speed, hit as many boost pads as possible and boost through any shortcuts to gain time on your Rival. Collect Power-ups and use them offensively or defensively, depending on the situation. Unlike normal races, you only have one opponent. Be aware of where your Rival is at all times, so you know when to take big risks or play it safe for the victory.



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Fire Chief Ginny

Association: Independent Racer

Location: Main Town

Car Type: Fire Truck

Appears: Star Level 2

Description: Ginny has recently received a new hat, that of a fireman, and since then she goes by the name of Fire Chief Ginny. Ginny loves to race her fire truck as her siren echoes in the streets and race tracks of Speedville.



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Ginny's Time Trial	Star Level 1	Burning Lap Challenge	Gopher Gulch	1	NA	40 seconds	50 seconds	60 seconds
Fire Truck Race	Star Level 1	Vs. Race Challenge	Gopher Gulch	3	NA	Win with 10 sec	Win with 5 sec	Win with 0 sec

Challenges

Ginny's Time Trial

- ◆ Gopher Gulch
- ◆ Burning Lap



The heat is on as you burn rubber to finish this Challenge in time. Complete a single lap in 60 seconds to earn a bronze medal, 50 seconds for silver, and 40 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line. If you complete the first Challenge successfully, you get the privilege of racing against your Rival for top bragging rights.

Fire Truck Race

- ◆ Gopher Gulch
- ◆ Vs.



Against a big vehicle, you'd think you'd have the edge—and you may—but this fire truck can really motor. Maybe Ginny's been practicing her top speed responding to fire alarms? In this One-on-One match, you must beat your Rival to win the bronze medal, beat her by 5 seconds for silver, and by 10 seconds for gold. Follow the track tips and strategy from the individual track map of the course in "The Tracks" chapter. In general, begin with a lightning start so you have first crack at Power-ups and boost pads. Speaking of a little turbo speed, hit as many boost pads as possible and boost through any shortcuts to gain time on your Rival. Collect Power-ups and use them offensively or defensively, depending on the situation. Unlike normal races, you only have one opponent. Be aware of where your Rival is at all times, so you know when to take big risks or play it safe for the victory.

King Roland

Association: Independent Racer

Location: Greenwood Forest

Car Type: Small Truck

Appears: Star Level 2

Description: The King is a kindly old man. He is very wise, but can be absent minded. This means he can run a kingdom fairly and justly, but he'll probably forget where he left his keys. He has a special relationship with you, a friendship going back generations. Oh, and he lives for cupcakes. King Roland has decided to take a break from ruling his kingdom and race his newly designed vehicle in Speedville. If only he could find his keys!



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
King Roland's Time Trial	Star Level 2	Burning Lap Challenge	Crater Lake	1	NA	42 seconds	45 seconds	52 seconds
Duel at the Lake	Star Level 2	Vs. Race Challenge	Crater Lake	3	NA	Win with 10 sec	Win with 5 sec	Win with 0 sec

Challenges

King Roland's Time Trial

♦ Crater Lake

♦ Burning Lap



Unlike some of the other Burning Lap time trials, the Crater Lake run isn't just about speed. There are logs placed across the road at multiple spots, so you'll have to contend with hazards outside the normal race makeup. If you can't avoid them, simply hop over them with a timed jump. Complete a single lap in 52 seconds to earn a bronze medal, 45 seconds for silver, and 42 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line. If you complete the first Challenge successfully, you get the privilege of racing against your Rival for top bragging rights.

Duel at the Lake

♦ Crater Lake

♦ Vs.



The keys to the kingdom go to the winner of your match with his majesty. In this One-on-One match, you must beat your Rival to win the bronze medal, beat him by 5 seconds for silver, and by 10 seconds for gold. Follow the track tips and strategy from the individual track map of the course in "The Tracks" chapter. In general, begin with a lightning start so you have first crack at Power-ups and boost pads. Speaking of a little turbo speed, hit as many boost pads as possible and boost through any shortcuts to gain time on your Rival. Collect Power-ups and use them offensively or defensively, depending on the situation. Unlike normal races, you only have one opponent. Be aware of where your Rival is at all times, so you know when to take big risks or play it safe for the victory.

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Mel the Mummy

Association: Morcubus's Gang

Location: Greenwood Forest

Car Type: Ambulance

Appears: Star Level 4

Description: Mel the Mummy believes he will become the next champion in this lifetime or the next. Problem is...he's in the next one as we speak. Mel the Mummy drives an ambulance, which tends to confuse onlookers...



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Spooky Run	Star Level 4	Burning Lap Challenge	Darkwood Falls	1	NA	87 seconds	94 seconds	100 seconds
Race Beyond the Grave	Star Level 4	Vs. Race Challenge	Darkwood Falls	3	NA	Win with 6 sec	Win with 3 sec	Win with 0 sec
Back from the Dead	Star Level 4	Beat the Clock Challenge	Darkwood Falls	NA	110+	24 gates passed	18 gates passed	12 gates passed

Challenges

Spooky Run

◆ Darkwood Falls

◆ Burning Lap



Mel the Mummy isn't dead weight by any stretch of the imagination. You'll have to bring your A-game to place high enough. Complete a single lap in 100 seconds to earn a bronze medal, 94 seconds for silver, and 87 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superbust on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line. If you complete the first Challenge successfully, you get the privilege of racing against your Rival for top bragging rights.

Race Beyond the Grave

◆ Darkwood Falls

◆ Vs.



There won't be grave consequences if you fail against Mel the Mummy. You can always retry the race if you want to score a medal, but you must beat your Rival to win the bronze medal, beat him by 3 seconds for silver, and by 6 seconds for gold. Follow the track tips and strategy from the individual track map of the course in "The Tracks" chapter. In general, begin with a lightning start so you have first crack at Power-ups and boost pads. Speaking of a little turbo speed, hit as many boost pads as possible and boost through any shortcuts to gain time on your Rival. Collect Power-ups and use them offensively or defensively, depending on the situation. Unlike normal races, you only have one opponent. Be aware of where your Rival is at all times, so you know when to take big risks or play it safe for the victory.

Back from the Dead

♦ Darkwood Falls

♦ Beat the Clock



Mel the Mummy is the only Rival with three Challenges. The bonus Challenge is a Beat the Clock Challenge. You must pass as many gates as you can in the time limit. Pass 12 gates for bronze, 18 for silver, and 24 for gold. Each time you pass a gate, you gain additional time on your countdown ticker. The extra time from gates, though, won't be enough. You must gather the F-Energy boosts hidden around the track and fill up your boost energy whenever you see one of the fiery icons. Similar to the Race Challenge, steer over all the boost pads to keep your car's speed high and use up essence to transform a regular boost into a superboost for even more speed. Definitely use the shortcuts whenever you have extra boost; even a few seconds here and there can make the difference between silver and gold in this Challenge. You circle the track several times to beat all the gates. Get in a rhythm for the acceleration and turns, when to hit boost pads, and when to burn through your essence. See the individual track map and racing tips for in-depth knowledge of the course (see "The Tracks" chapter).



Morcubus

Association: Morcubus's Gang

Location: Stunt Land Theme Park

Car Type: Classic Racer

Appears: Star Level 4

Description: Sir Charles's arch-nemesis, Morcubus, will stop at nothing to defeat his dream of turning Speedville into a racing haven—even if that means competing against the player to humiliate him. To that end, he has built himself a fearsome-looking vehicle to put terror in the heart of other drivers.

Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
The Test of Time	Star Level 4	Burning Lap Challenge	Pinball Canyon	1	NA	98 seconds	103 seconds	110 seconds
The Red Baron	Star Level 4	Vs. Race Challenge	Pinball Canyon	2	NA	Win with 8 sec	Win with 4 sec	Win with 0 sec

Challenges

The Test of Time

♦ Pinball Canyon

♦ Burning Lap



Can you beat the town's archvillain's best times on Pinball Canyon? Complete a single lap in 110 seconds to earn a bronze medal, 103 seconds for silver, and 98 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed, and it will only be possible to win with the help of the F-Energy boosts hidden around the track. Fill up your boost energy whenever you see one of the fiery icons. You can't make up time on future laps, so leave it all on the line. If you complete the first Challenge successfully, you get the privilege of racing against your Rival for top bragging rights.

The Red Baron

♦ Pinball Canyon

♦ Vs.

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Morcubus will not make a mistake on this pinball track, so you had better not either if you want to grab a medal. In this One-on-One match, you must beat your Rival to win the bronze medal, beat him by 4 seconds for silver, and by 8 seconds for gold. Follow the track tips and strategy from the individual track map of the course in "The Tracks" chapter. In general, begin with a lightning start so you have first crack at Power-ups and boost pads. Speaking of a little turbo speed, hit as many boost pads as possible and boost through any shortcuts to gain time on your Rival. Collect Power-ups and use them offensively or defensively, depending on the situation. Unlike normal races, you only have one opponent. Be aware of where your Rival is at all times, so you know when to take big risks or play it safe for the victory.



Star

Association: Morcubus's Gang

Location: Main Town

Car Type: Sports Car (American) **Appears:** Star Level 3

Description: Star is a jounin of the Crescent Moon Village, home of 10,000 jutsu. That's a lot of jutsu! Her village has recently engineered a new Ninja car, and she's in Speedville to test it out!

Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Star's Time Trial	Star Level 3	Burning Lap Challenge	Misty Motorway	1	NA	75 seconds	80 seconds	90 seconds
Racing Jutsu	Star Level 3	Vs. Race Challenge	Misty Motorway	3	NA	Win with 10 sec	Win with 5 sec	Win with 0 sec

Challenges

Star's Time Trial

- ◆ Misty Motorway
- ◆ Burning Lap



flooded turns. You also have bubbles floating all around the track, so it's even more difficult than a regular Burning Lap test. Complete a single lap in 90 seconds to earn a bronze medal, 80 seconds for silver, and 75 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line. If you complete the first Challenge successfully, you get the privilege of racing against your Rival for top bragging rights.

Racing Jutsu

- ◆ Misty Motorway
- ◆ Vs.





To be a star, you've got to beat a Star. In this One-on-One match, you must beat your Rival to win the bronze medal, beat her by 5 seconds for silver, and by 10 seconds for gold.

Violet

Association: Morcubus's Gang

Location: Snowy Mountain

Car Type: Station Wagon **Appears:** Star Level 3

Description: Violet discovered that racing brought her closer to the edge of the life and death cycle. The limits of danger gave her another perspective of the realm she has sought to understand. Though she is part of Morcubus's gang, Violet is conflicted about it. Perhaps she'll end up joining your side...



Challenge Name	Star Level	Challenge Type	Track Name	Laps	Time (Sec)	Gold	Silver	Bronze
Tempus Fugit	Star Level 3	Burning Lap Challenge	Chilly Hill Village	1	NA	84 seconds	92 seconds	100 seconds
Death Race	Star Level 3	Vs. Race Challenge	Chilly Hill Village	3	NA	Win with 10 sec	Win with 5 sec	Win with 0 sec

Challenges

Tempus Fugit

◆ Chilly Hill Village

◆ Burning Lap



Rev up the engine and warm off the ice because you don't have time to gently stroll through Chilly Hill Village. Complete a single lap in 100 seconds to earn a bronze medal, 92 seconds for silver, and 84 seconds for gold. Follow the same strategies as a Race Challenge: Hit all your boost pads, superboost on straightaways, and use shortcuts if you can handle the risks. In a Burning Lap Challenge, it's even more important to push your speed and take risks. You only have a single lap to succeed. You can't make up time on future laps, so leave it all on the line. If you complete the first Challenge successfully, you get the privilege of racing against your Rival for top bragging rights.

Death Race

◆ Chilly Hill Village

◆ Vs.



Give Violet the cold shoulder on the Chilly Hill Village track and leave no room for her station wagon to heat up. In this One-on-One match, you must beat your Rival to win the bronze medal, win by 5 seconds for silver, and by 10 seconds for gold. Follow the track tips and strategy from the individual track map of the course in "The Tracks" chapter. In general, begin with a lightning start so you have first crack at Power-ups and boost pads. Speaking of a little turbo speed, hit as many boost pads as possible and boost through any shortcuts to gain time on your Rival. Collect Power-ups and use them offensively or defensively, depending on the situation. Unlike normal races, you only have one opponent. Be aware of where your Rival is at all times, so you know when to take big risks or play it safe for the victory.

Wii Power-ups

The fastest car on the track, even if it takes each turn perfectly and never veers off course, can still lose the race. That's right. You could have a slower car, or get stuck in a smash-up derby that leaves your head spinning, or even fly clean off the track for a restart, and you can still win through the magic of Power-ups.



Power-ups come in fancy gift-wrapped packages that float over the track at various spots during a race. Each Power-up is a fun surprise; you never know what random special ability will enhance your car. However, there are some general rules that you can usually rely on when picking up a new

Power-up. First, everyone else on the track wants one, too, so beware of converging cars as you head toward a Power-up area. Second, some tracks only have specific Power-ups on the course; these will be mentioned before the race begins by whoever challenged you. Third, if you're blazing in the lead, you can expect Power-ups that fire backward or work on yourself, such as the Beehive Trail, Bubble Dropper, Force Field, Pumpkin Catapult, and Seed Thrower. If you're trailing, expect Power-ups that can catch you back up, such as Bunny Luv, F-Energy Storm, F-Energy Zap, Tornado Inverter, and UFO. If you're right in the middle of everything, expect any type of Power-up to aid you.

It's generally a good idea to use up one Power-up before you run into the next one. This gives you access to constant special abilities that can give you the winning edge against other racers. That said, you may want to hold certain Power-ups because of their usefulness at certain points of the race. For example,

if you're in the lead with everyone gunning for you, hold on to a Force Field until opponents come in range and you may be able to defend successfully all the way to the finish line. Or, you may want to delay using an F-Energy Storm to fill up your boost meter until after you've already expended the boost energy that's already in there.



The following Power-ups may appear when you drive through the floating gift packages. Learn to recognize the symbols so you immediately know what power you have and when to best use it.



Beehive Trail

Firing Zone

Backward only

Range

In a line behind car

Generally Appears

When leading

Description

A trail of honey-laden beehives spits out behind your car and slows down any opponent striking them. The more hives hit, the more the car decelerates.

Strategy Tips

You can't take out any cars in front of you with the beehives, but they're excellent at slowing down anyone trailing you.



- ❖ If you want to catch multiple cars, spread out your hives by drifting across the track as you release them. You can also trigger the hives as you head into a turn and disperse them throughout the turn's lanes.
- ❖ When you see an enemy beehive trail ahead, avoid the hives if you can. If you can't, pick a single one to drive through so the honey doesn't gum up your engine too much.
- ❖ Lagging in the rear? Beehives won't do you much good, so release them before the next Power-up and arm yourself with something better to get back in the race.
- ❖ When the track narrows, especially on some of the pinball tracks, release the hives in a straight line behind you and force an opponent to strike multiple hives and slow to a crawl.
- ❖ You can also release the hives in midair after a jump. Cars jumping after you will have a difficult time turning to avoid them.
- ❖ The beehives are also great defense for when you want to pass someone. Pull up alongside your victim, boost a second to inch in front of them, then drop all the hives directly into their grill. Bee-having badly was never so much fun!

Bubble Dropper

Firing Zone

Backward only

Range

One bubble behind car

Generally Appears

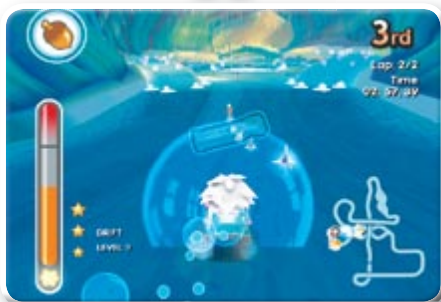
When leading

Description

Plop a large bubble behind your car, which hovers over the track and traps any car that hits it. The trapped car comes to a complete stop and lifts up in the air for several seconds before the bubble pops. You can pop the bubble faster by shaking your Wii Remote.

Strategy Tips

- ❖ You can't take out any cars in front of you with the bubble, but it's great at taking a single car behind you out of the race.
- ❖ If you see an enemy bubble ahead, remember that your own melon or soccer ball can pop it. If you're going too fast to avoid it, fire your Power-up to break it at the last second. Better to waste some ammo than get caught in a bubble and lose precious seconds in course time.
- ❖ When the track enters a tunnel, or right in front of a boost pad, jettison your bubble. You'll force an opponent to collide with the bubble, or avoid it and take a harder route.



- ❖ Lagging in the rear? The Bubble Dropper won't do you much good, so release it before the next Power-up and arm yourself with something better to get back in the race.
- ❖ A bubble dropped just before a line of Power-ups can cause lots of headaches for other racers. Since cars tend to converge on Power-ups, someone is bound to strike it or knock someone else into it.



Bunny Luv

Firing Zone

Forward only

Range

All cars in front of you

Generally Appears

When trailing

Description

A cupid-like bunny showers your opponents ahead of you with love, blocking their vision with a screen full of hearts. This Power-up makes driving very difficult.

Strategy Tips

- ❖ This diabolical Power-up really messes with your opponent's car control. Driving blind makes all sorts of terrible things happen!
- ❖ Use the Bunny Luv power when there are no barricades around. You can send cars banking into walls, chewing through tires over rough terrain, choosing wrong turns at a split, or even careening off into bottomless pits.
- ❖ Don't use the Bunny Luv power on long straightaway or tunnels where a driver can rebound their way through.
- ❖ If you get hit with Bunny Luv, drive from memory or try and peer through the small cracks in the pink hearts smeared across your windshield. You should also glance at the mini track map to get a general idea of whether you're heading into a straightaway or turn.
- ❖ Be careful if you zap fellow racers directly in front of you. They may suddenly veer out of control and become potential obstacles for you to avoid.
- ❖ If you think you're about to take the lead, fire off your Bunny Luv so you don't waste it.



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F-Energy Storm

Firing Zone

Self

Range

Self

Generally Appears

When trailing



Description

Fills your boost meter to full. Once you see flames licking the top of your meter, you can boost at full burn.

Strategy Tips

- After you pick up an F-Energy Storm Power-up, use your current store of boost energy as soon as you can. Once your meter is empty, trigger the F-Energy Storm to fill it back up again.
- Filling your boost back up is superb; however, unlike other Power-ups such as the UFO or Bunny Luv, which can catch you up to opponents with little effort on your part, F-Energy Storm still requires driving skill to work well. You have to steer a car at super speed, after all.
- Whether you have the lead or are in dead-last place, F-Energy Storm helps to increase the gap between your wheels and the closest opponent or to gain serious ground.
- F-Energy Storm is one of the few Power-ups that you may want to hold on to, even if it means skipping a round of new Power-ups. You don't, for example, want to trigger it if your boost meter is already full.
- Make sure you fill up with F-Energy Storm prior to a long straightaway, where you can max out on speed without worrying about turns, or before boost pads, where you can ignite a super turbo boost.



F-Energy Zap

Firing Zone

Forward only

Range

All cars in front of you



Generally Appears

When trailing

Description

Strikes down the cars in front of you with lightning that temporarily slows them down and prevents them from boosting.

Strategy Tips

- F-Energy Zap affects cars in front of you. Consider letting a neighboring car boost slightly in front of you before you let loose with the zap to catch an extra victim in its electrical field.
- Because you don't have to aim with the F-Energy Zap, it's a great weapon on a twisty track that doesn't always allow you a clean shot at your opponents.
- Use the F-Energy Zap before boost pads, and especially before jumps. You'll prevent cars from gaining a super boost, and you may slow their momentum enough that they miss the leap and crash instead.
- If you get hit with F-Energy Zap, you have to wait it out. Steer toward any boost pad to help pick up your speed.
- Be careful if you zap fellow racers directly in front of you. They may suddenly veer out of control and become potential obstacles for you to avoid.
- If you think you're about to take the lead, fire off an F-Energy Zap so you don't waste it.



Force Field

Firing Zone

Self

Range

Self

Generally Appears

When leading



Description

Throws up a defensive shield that blocks incoming attacks, such as soccer balls and melons.

Strategy Tips

- Consider holding the Force Field until you really need it. If you're in the lead, wait until other opponents are in range with their Power-ups before activating the field.
- But don't wait too long. You always want to have it up if you think a projectile may be headed your way.
- If you aren't in the lead but aren't getting attacked, activate the Force Field anyway just before new Power-ups. You gain the defensive shield for a while, plus you gain a new Power-up to play with.

- When you find yourself in the back of the pack, throw up the Force Field right away and look for the closest new Power-up you can find. Defense from the rear doesn't help you too much.
- The Force Field can provide good defense for when you want to pass someone. As you zip by, throw it up just in case the car you're passing has a nasty Power-up up their sleeve.
- In high-risk areas, especially on some of the pinball tracks or in narrow caves, throw up the Force Field to protect yourself and minimize the chance of disaster.



Melon Accelerator

Firing Zone

Forward and backward

Range

Closest car

Generally Appears

When trailing

Description

Fires a watermelon that homes in on the closest opponent and sends the car into a wipeout.

Strategy Tips

- The Melon Accelerator is the bomb. Literally. Once you shoot out this homing missile, it tracks down your target, so don't worry so much about aim and make sure you shoot it at a threatening rival.
- It's possible to outrace a homed-in melon. Boost or hit a boost pad with one on your tail and you can speed out of its range. They will also splatter on ramps and jumps, so aim for the nearest one when you have a watermelon on your heels.
- Don't hesitate to fire off a melon if you have open space between you and your opponent, and you need to focus your attention on other things. The melon will follow your target while you deal with obstacles or more benefits.
- The melon can break bubbles. Defend with it in a pinch if you can't dodge soap stains on your bumper.
- Ramps and jumps can break melons. Don't shoot your melon with a ramp or jump ahead.
- Unlike other projectile Power-ups, the melon will curve around turns. Just get close to your target and let it go.



Pumpkin Catapult

Firing Zone

Forward and backward

Range

Short

Generally Appears

Anytime

Description

Either lobbs a pumpkin bomb ahead or drops it behind your car. The incredibly slippery goo makes any car that rides over it spin out of control.

Strategy Tips

- You have flexibility with the Pumpkin Catapult as it can fire ahead or behind. It's usually most useful to drop it behind: you have better control where it lands and won't run into it by accident. In a desperate situation where you have to take out a leader fast, point in the direction of the target and let loose.
- Avoid the pumpkin goo at all costs. Even if you slide over a piece of it, the slippery surface will spin you out of control.
- When the track enters a tunnel, or right in front of a boost pad, drop your pumpkin. You'll force an opponent to slide on the goo, or avoid it and take a harder route.
- Lagging in the rear? The Pumpkin Catapult won't do you much good, so release it before the next Power-up and arm yourself with something better to get back in the race.
- Pumpkin goo dropped just before a line of Power-ups can cause lots of headaches for other racers. Cars tend to converge on Power-ups, so someone is bound to slide into it or knock someone else into it.
- Someone drafting right behind you? Drop a pumpkin splat to shake them.



Seed Thrower

Firing Zone

Forward and backward

Range

Short

Generally Appears

Anytime



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Description

Shoots out a seed in front or behind that grows into a fully grown tree as soon as it lands. Any car striking the tree will come to a dead stop; partially glancing a tree will slow a car down.

Strategy Tips

- ◆ You have flexibility with the Seed Thrower as it can fire ahead or behind. It's usually most useful to drop it behind: you have better control where it lands and won't run into it by accident. In a desperate situation where you have to take out a leader fast, point in the direction of the target and let loose.
- ◆ Avoid the tree at all costs. If you hit it square on, your car will stop short. If you glance it, your car will definitely lose speed.
- ◆ When the track enters a tunnel, or right in front of a boost pad, drop the seed. You'll force an opponent to smash into the newly grown tree, or avoid it and take a harder route.
- ◆ Lagging in the rear? The Seed Thrower won't do you much good, so release it before the next Power-up and arm yourself with something better to get back in the race.
- ◆ A tree dropped just before a line of Power-ups can cause lots of headaches for other racers. Cars tend to converge on Power-ups, so someone is bound to smash into it or knock someone else into it.
- ◆ Someone drafting right behind you? Release a seed to wreck their car or send them veering away.

- ◆ You have flexibility with Soccer Balls because you can fire ahead or behind. It's usually most useful to drop it behind: you won't run into a ball by accident.
- ◆ Soccer balls ricochet. You can bounce a ball around a turn to strike your opponent.
- ◆ If you fire a soccer ball ahead of you, watch out for any ricochets that may send the ball back at you.
- ◆ Inside a tunnel, or inside any interior locations, soccer balls can be deadly.
- ◆ Fire the soccer ball perfectly between two parallel walls and you can get it to ricochet back and forth in place to set up an almost impenetrable barrier.
- ◆ Soccer balls can be fired a long way. They are your best weapon against another racer far in front. Just practice your aim.
- ◆ Someone drafting right behind you? Drop a ball to rattle their cage.



Tornado Inverter

Firing Zone

Forward only

Range

All cars in front of you

Generally Appears

When trailing



Soccer Balls

Firing Zone

Forward and backward

Range

Long

Generally Appears

Anytime



Description

Shoots soccer balls at fellow racers. Any hit causes a wipeout.

Strategy Tips

- ◆ Some special Power-ups give you three soccer balls. You can fire them one at a time slowly, but it's usually more effective to spray an area with all three and make it very difficult from your opponent to dodge.

Description

Turns the view of opponents ahead of you upside down, making it difficult to steer.

Strategy Tips

- ◆ The Tornado Inverter affects cars in front of you. Consider letting a neighboring car boost slightly in front of you before you let loose with the crazy Power-up.
- ◆ Because you don't have to aim with the Tornado Inverter, it's a great weapon on a twisty track that doesn't always allow you a clean shot at your opponents.
- ◆ Use the Tornado Inverter before ramps and jumps. You'll may slow their momentum enough that they miss the leap and crash instead.
- ◆ The Tornado Inverter can also throw off someone's steering when entering an area full of obstacles or going around turns.
- ◆ If you get hit with the Tornado Inverter, stay toward the middle of the course and make slow movements to stay on track.

- ♦ Be careful if you zap fellow racers directly in front of you. They may suddenly veer out of control and become potential obstacles for you to avoid.
- ♦ If you think you're about to take the lead, fire off the Tornado Inverter so you don't waste it.

**UFO****Firing Zone**

Self

Range

Self

**Generally
Appears**

When trailing

**Description**

Summons a friendly UFO to pick up your car and zip you overhead, dropping you back into the race far up the course.

Strategy Tips

- ♦ When you fall behind, there is no better Power-up to catch up with the leaders. Usually, you want to summon the UFO as soon as you can to make up ground.
- ♦ If you know the course, you might want to wait to use the UFO right before you hit a particularly tough section of the track. The UFO ignores obstacles and cruises through twists and turns, allowing you to avoid all the tough racing.
- ♦ Be careful when the UFO drops you off. Sometimes it can leave you near the edge of the track and you'll have to make a quick adjustment to stay on course.
- ♦ Even at the end of a race, you can use the UFO to leapfrog past other racers. It's possible to cross the finish line inside the UFO.



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The Tracks

Speedville is built around racing. Naturally, tracks are a part of everyday living, and your tires will rest on race courses for almost everything you do—Single Races, Challenges, Championships. Learn these tracks like they're your home street or, better yet, your driveway.



to snag Power-ups that doesn't necessarily take you on the fastest path. The maps also label locations for Power-ups, essences, boost pads, the secret blueprint, and even hazards.



If you're like us, you can't wait to cruise through a bayou or drive under Mount Shiverest. Before you put your foot on the pedal, be warned. Not all courses

are as clean as the Racing School. When you see the likes of Pinball Canyon or Darkwood Falls, your racing experience will be tested, and you may want to have a handy map in your back pocket.

The race tracks are sorted in this chapter by star ratings and the order you encounter them in Championship races. It's possible that you may encounter them in a slightly different order

during Challenges, though you can't unlock more difficult tracks until you finish a Championship and earn a new star rating.

Note

difficulty level, what part of the Championship circuit it shows up on, the ideal car to bring on the track, how to grab the secret blueprint (there's one on each track!), a full description of the track, plus a labeled map and visual drive-through with snapshots from each part of the track.

Whether you need a map for a rival's challenge or for a battle against three other friends in Multi-player, flip to the corresponding section and you have a road map to tips and secrets of the course. It's better than keeping an atlas in your real car!



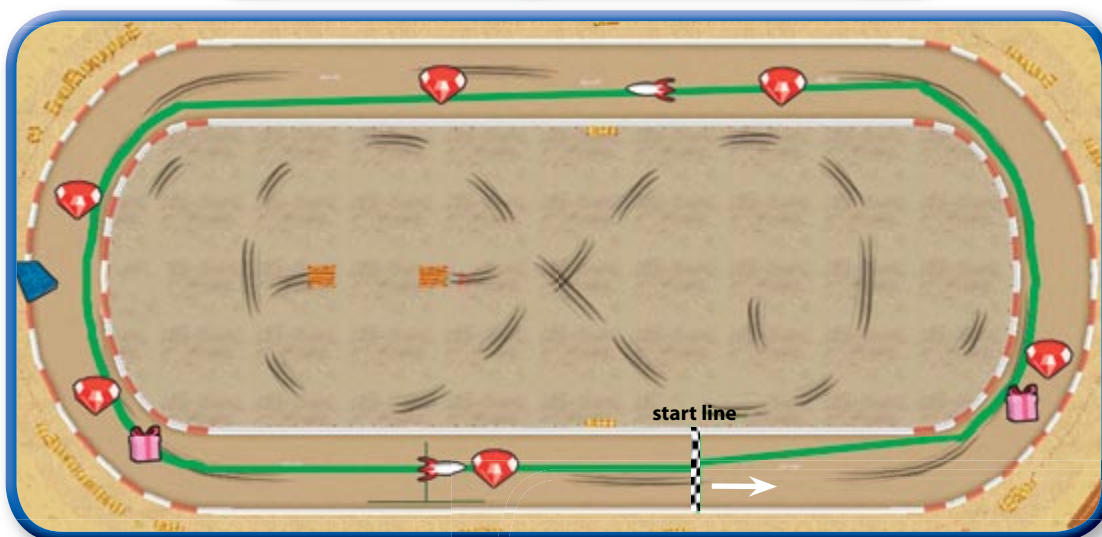
On each map, the green arrow around the course indicates the fastest route. A dotted line indicates a shortcut that takes you off the tried-and-true fastest route.



Tracks in Alphabetical Order

Bayou Boardwalk (page 103)
Chilly Hill Village (page 91)
Crater Lake (page 76)
Crescendo Cruise (page 137)
Darkwood Falls (page 132)
Dr. F's Daredevil Drive (page 120)
Gopher Gulch (page 71)
Misty Motorway (page 108)
Mount Shiverest (page 127)
Pinball Canyon (page 113)
Racing School (page 63)
Sugar Rush Speedway (page 87)
Sunset Slalom (page 97)
Tree Logger Trail (page 80)
Tumbleweed Track (page 66)

Racing School



Fastest Route



Power-ups



Boost Pad



Secret Blueprint



Essences

Star Level: 0

Difficulty Level: Low

Championship Circuit: None
(Training Track)

Ideal Car: High Top Speed

Secret Blueprint: Scarecrow (Hood Ornament)

Description: You don't get more straightforward than the Racing School track. It's a standard elliptical track, with a couple of boost pad spots to help you along and no hazards to slow you down. It's the perfect track to practice starting line tactics, drafting through turns, superboosts off boost pads, and torturing fellow racers with the various Power-ups that you can gain each lap. Ol' Gabby knows how to pick 'em when it comes to tutoring the novices.



Concentrate on one of two strategies at the starting line: a lightning start or jostling. For fast cars, go for the lightning start to get first shot at the Power-ups and boost pads. For big cars, knock in some doors and build up your boost meter with some fender-bender action.



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Zoom into the first turn and aim for one of the four Power-up packages. Try to use your Power-up before the opposite side of the track so you can collect another one later.



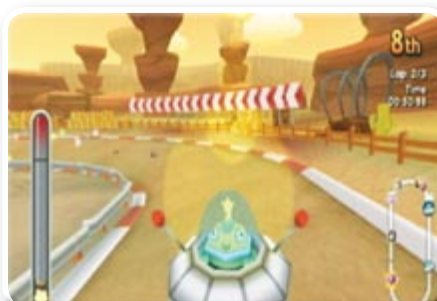
Exiting the second turn, prepare for the boost pads ahead. Watch out for rivals' Power-ups. You don't want to get stuck in a soap bubble or smacked in the windshield with a soccer ball.



Make sure you ride over the boost pads on the first straightaway. Other racers will gain the boost, and you'll have to rely on Power-ups to catch you up if you miss a single boost pad.



Collect essences in the second turn. Save the F-Energy booster power you get out of the essences for the boost pads. Remember, if you trigger a little boost after hitting a boost pad, you'll enter into superbust mode.



Vacuum up the essences entering the third turn and then again in the middle of the long curve after. If you gain the UFO Power-up, it will zip you far ahead in the race; however, you always miss Power-ups whenever you hitch a ride with aliens.



Exiting the final turn, position yourself to nab one of the four Power-ups.

Consider using the Power-up on the straightaway toward the finish line, especially if it's the last lap. Since there is another set of Power-ups just after the start/finish line, you'll waste an opportunity if you don't trigger it. Think of it as a free special ability.



To out-race your opponents, rely on your own Power-ups such as a timely drop-off from the UFO or a trail of beehives to gum up the works for your adversaries. Use any and all means to get across the finish line first.



Home in on the final boost pads to give you the speed you need for the finish line. If it's not the last lap, that speed will help whip you through the next turn and continue speedily along the course.



Opponents will try to stop you with their wacky Power-ups. Dodge the obstacles or you'll spend time clearing your head while your wheels sit still.

The track's secret blueprint lies on the outer edge of the track. Don't worry about snatching the blueprint until after you've beaten your challenge and time isn't a factor, or if you catch it by accident while taking the third and fourth turns.



Tumbleweed Track



Star Level: 1

Difficulty Level: Low

Championship Circuit: Town Cup

Ideal Car: High Speed, High Handling

- | | | | |
|--|------------------------|--|-------------------------|
| | Fastest Route | | Essences |
| | Alternate Route | | Hazard |
| | Shortcut Route | | Secret Blueprint |
| | Power-ups | | Shortcut |
| | Boost Pad | | |



Secret Blueprint: Emergency Wheel (Headlights and Grille)

Description: The cacti are your friends if you avoid their pricklers and follow the shortcuts they shelter. On your first track outside the training course, you get to see a few more twists and turns, plus your first race with real hazards. Cars will want to equip a nice balance of speed and handling to cope with frequent boost pads, standard turns, and some quick maneuvering if you want to benefit from the shortcuts. Striking tumbleweeds is completely optional.

As with most tracks, it benefits you to launch into a lightning start from the starting signal. You get first crack at the Power-ups and boost pads, and won't have to jostle with other cars for them, unless, of course, you own a large vehicle and want a little face time with your adversaries.



one Power-up, but you do deny your opponents a shot at a Power-up.



Out of the second turn, straighten your car and head for the boost pad. Watch for traffic—everyone's going for that same boost pad—or you could get clipped and go into a spinout. Floor it to the boost pad, with a little F-Energy if you still have extra to trigger a superboost on the boost pad.



Prepare your entrance into the first turn by aiming for the essence string just around the bend. The essence will help you superboost later on the boost pads, and if you get to it first that's less boosting for your opponents.



If you let your momentum carry you to the right out of the second turn, an alternate route grants you a shot at a sole Power-up in the sand. Go for it if you need the Power-up (say, on the final lap), but remember that off-roading will slow you down and you'll probably skip the boost pad to gain the Power-up.

Grab a Power-up at the second turn. If you can suck up two, so much the better. You only get the special ability of

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The hidden blueprint hovers above the first shortcut ramp. Get some speed up and leap high for the reward.

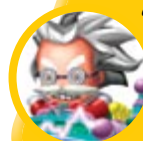
Note



You may want to look behind once in a while to see who's approaching or to aim a Power-up against opponents in the rear.



The first shortcut lies on your left at the next turn. Boost into the dirt shoulder and launch off the wooden ramp ahead. With enough speed, you'll arc back onto the main track around the bend, or you may come up short and crash into the crate on the road's edge, but it shouldn't bother you at the speed you'll be traveling.



If you choose to stay on the main track and ignore the first shortcut, race around the curve and pick up the essences as you come out of the bend. Gaining F-Energy in your boost meter can be beneficial and may prove even more useful than the first shortcut if you expend it wisely.



The second shortcut between the two cacti takes practice to split the thorny plants, but it's well worth it if you squeeze through and hit the boost pad beyond. The shortcut takes you in a straight line to the distant part of the track, which is faster than taking the curvy main track.



Into the next turn, snatch more essences and slow up a little in preparation for the last section of the track.



If you miss the second shortcut, you still can snare a Power-up a split second later on the main track. Cruise into the next turn and gobble up more essences.



The final leg of the race has three possible paths: left is generally the fastest route, center hides a shortcut, and right is the slower route.



Boost in the straightaway ahead. Watch on your right side for cars exiting out of the shortcut. It's a hotspot between the ramp on your left and the sporting event tent on your right, so keep alert and ready a Power-up if you have one.



If you stay to the left and cruise over the boost pad, you can easily jet to the finish line. Along the way, you collect a Power-up right after the boost pad, which you should trigger immediately if it's the end of the race.

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Two essence pockets grace the left path. Unlike the essences on the center path and the right path, you're almost guaranteed to run into these essences. They're directly on the main track.



The right path is the longest, and it's the only one of the three paths not to benefit from a boost pad. You also have to deal with crates on the track, which will inevitably slow you down.



The center path holds a shortcut across rough terrain. This way is actually the fastest—it's a straight dash to the finish line—but only if you have lots of boost available to power to the boost pad and then superboost out of the boost pad. Initially, you'll crash through crates and pick up essences when you sneak



If you get stuck on the right path, smash through the crates and boost with whatever F-Energy you have left to reach the essences at the end of the path.



between the road sign on your left and the gatepost on your right. Some of the crates in this area hold essence crystals.



All three paths converge at the same intersection. Be careful with oncoming traffic right before the finish line gate. If it's the final lap, expend all your boost as soon as you spot that finish line.

Use the boost pad to guide you through the nearby Power-up and spit you out directly at the finish line. Drain your boost here for a superboost, which might help you fly through the extra essence at the end of the sand and clear through the finish line gate.

Gopher Gulch



- **Fastest Route**
- **Alternate Route**
- - - **Shortcut Route**
- Power-ups**
- Boost Pad**
- Essences**
- Hazard**
- Secret Blueprint**
- Shortcut**

Star Level: 1

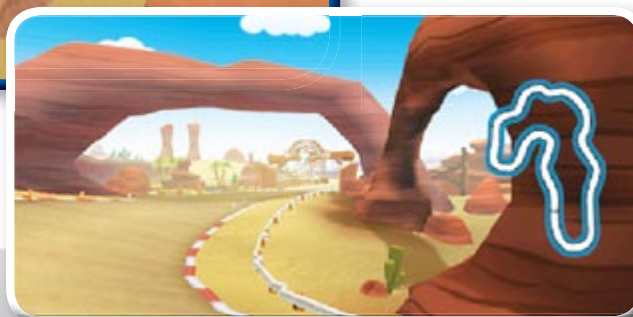
Difficulty Level: Low

Championship Circuit: Town Cup

Ideal Car: High Speed, High Handling

Secret Blueprint: Diamonds (Taillights)

Description: The Gulch gives a lot of essence in the first half of the track, then it dries up like desert sand in the summer. To make up for that, there are several shortcuts and a couple of crucial boost pads near the



tail end of the track. The windy track will keep you on your toes—or brake—and you need a car with a decent Handling score or you'll likely taste cactus juice more than once.

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Try to get a lightning start as the race kicks off. Better to jump into the lead and get those Power-ups than to drive through vacant Power-up spots trailing other cars. You can avoid lots of jostling at the outset, too.



The main track loops into its first big turn ahead. Grab a Power-up and stay wide on the turn to pick up the boost pad on the right side. When exiting the turn, be sure to suck up some more essences.



The track wiggles a little after the start, but it's nothing to worry about, even if you have a weaker Handling car. On your right in the sand is an essence pocket, which fills up some F-Energy but slows you down when you veer off-road.



To cut off time, take the dirt shortcut to the left of the first big turn. You'll have to drift through the turn adeptly; it's a very sharp shortcut to shave off time on the main road. If you take it too wide, you have bad news and good news. The bad news is you'll probably wipe out on the wagon parked at the tip of the sand peninsula. The good news is there's a single Power-up before the wagon that you'll probably collect before crashing.



Around the next bend, ignore the tempting essences on the outer (left) portion of the turn. Concentrate on staying in the inner lane (right) to ensure you pick up the boost pad against the inner edge of the track.



little to distract your car from maxing out on speed. When you do, watch the cactus and crate at the top of the hill on the right side of the road (left side of the shortcut). If you cut the turn too close, you'll smash this cactus head on.



Navigate the next windy part of the track and sail through a set of Power-ups and essences. Depending on whether you want to attempt the next shortcut or stay on the main road, hang right (shortcut) or left (main road).



If you opt for the shortcut, gobble up the essences along the right side of the road. Instead of looping around the turn, head straight into the dirt and up the hill. Trigger your boost the whole time to drive without penalty over the rough terrain. Stay between cacti and fence. It's a beeline to the main road up ahead, and you'll save time if you can boost all the way.



Take the main road if you have only a little boost energy available (or none). This stretch of the main road might be boring; however, it should keep you out of trouble with

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A gradual curve takes you down to an intersection with three paths. To the left is an alternate route with a Power-up (not recommended). Going straight leads you through a shortcut with two ramps that jump you over the dirt section along the canyon wall. Going right keeps you on the main road.



If you don't go for the shortcut, stay on the main road. You can nab a Power-up near the ramps and cruise into the tunnel section with a perfect line on the first boost pad there.



The ramp shortcut takes you to the secret blueprint.

It floats above the second ramp and can be obtained with a boost leap off the jump.

Note



Double jumps will get you through the shortcut and down the track faster. Only attempt the shortcut if you have a good bit of speed heading toward it and have boost in the tank to leap over the dirt area.



The left path shouldn't be attempted. It's longer and holds several crate hazards to slow you down even more. Always stick to the right while approaching the intersection so you have the option of the shortcut ramps or the main road.

Sometimes you have no choice but to steer left. If you head down the alternate route, boost through it to shatter the hazards easily and pick up the Power-up as you exit into the tunnel ahead.





Stay left in the tunnel section and drive over the boost pad for extra speed heading into the final turn. Capture more essences after the boost pad, and use them for a superboost to reach the second boost pad at full speed.



Dodge adversaries' Power-up attacks as you superboost through the final stretch.



More Power-ups line the tunnel. Stay to the right and hug the inner edge as you make the turn. The boost pad comes up quickly, especially if you're already in superboost mode from the first boost pad.



You may have to make a last-second course correction to split the finish line gate. The boost pad tends to push you to the left out of the final turn. Unless you inch back to the right, you may collide with one of the finish line posts.



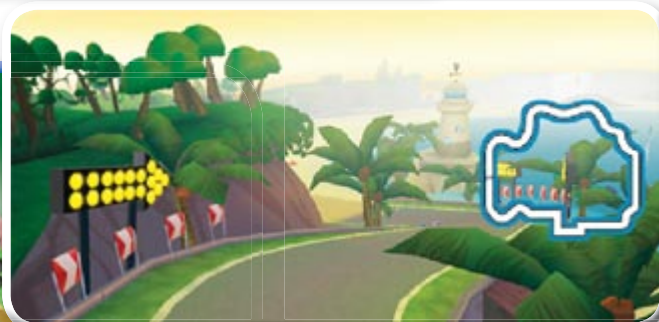
Never a good thing to hit the only obstacle preventing you from crossing the finish line.



Remember your Power-ups on all stages of the course. If you're trailing, you can hop on a super-fast UFO to catch up. If leading, you can activate a Force Field for extra protection.



Crater Lake



- **Fastest Route**
- **Alternate Route**
- **Shortcut Route**
- Power-ups**
- Boost Pad**
- Essences**
- Hazard**
- Secret Blueprint**
- Shortcut**

Star Level: 2

Difficulty Level: Low

Championship Circuit: Greenwood Cup

Ideal Car: High Handling, High Speed

Secret Blueprint: Sail (Rear Accessory)

Description: The scenic lake at the center of the map presents a beautiful backdrop for a track that's basically one big circle, with a lot of twists and jumps to keep life chaotic. If you have a car that has trouble staying on the road, you don't have a chance in this one. You also need speed to gain on the other cars in the first half of the race. The combination of Handling and Top Speed will keep your car in the pole position.

The first part of this race is all about speed. Break out of the gate with a lightning start and blast in boost (or superboost) as soon as you can to put precious space between you and the competition.



Look for essence in the first turn. It will fuel you up for some boosting later on.

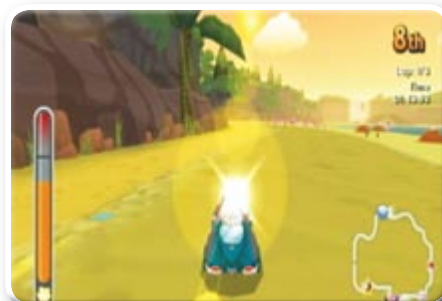


The first and second turns snake together like an "S." The second part of the S-curve is full of essence, and you want to pull in as much of it as you can to power your car and deny your rivals the F-Energy (and satisfaction!).



Make time on the first big straightaway. Drive in a line toward the boost pad on the far side of the sand flats. If you get ahead of your opponents, you have a decided advantage; you won't get jostled around and should zoom over the boost pad in perfect shape.

The first boost pad will send you in a straight line toward the second boost pad. In superboost mode, the second pad comes up on you quick. If you swing out a little to your right (off the sand and on the road proper), you'll grab a Power-up. Because you have three



boost pads in a row, the fastest route is to bounce from one to the next. Following the road will actually slow you down. You'll either miss the boost pads or spin out trying to weave along the winding road.



Leaf piles dot the right side of this section of the course by the lake. You can find an essence crystal in each one. They don't really slow you down when you hit them, but it's not recommended to drive through them: The leaves fly up into your windshield and can cause spinouts or collisions.

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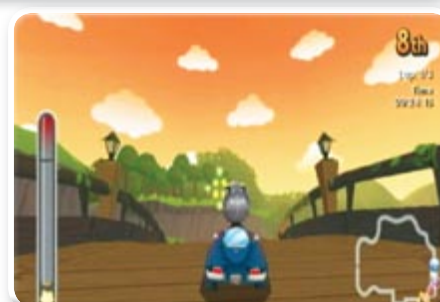
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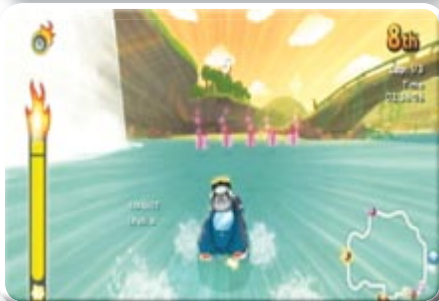
The second boost sends you straight along the mountain wall to the third boost pad, or you can stroll along the main road for the nearby essences if you miss the second boost pad.



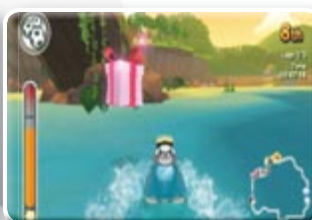
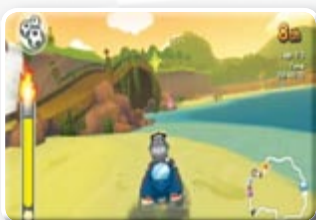
A second alternate path takes you over the bridge. There's no Power-up here, but you can gather essences. Rev your engine and, if you're going fast enough, you'll leap out and gather the floating essences at the top of the bridge. If you miss, more essences line the base of the bridge.



Brake a little before the third boost pad. Look for the essences that string together in front of the boost pad. If you approach the third boost pad straight on, you can scoop up all the essences before hitting the boost pad. Accelerate through the water in front of the waterfall and snatch a Power-up before looping back to the main track.



Yet another alternate path brings you out behind the waterfall. Hidden in the mist is the course's secret blueprint. It's really the only reason to come out this far. Use the boost pad behind the waterfall to get back in the race.



One alternate path takes you off to the right past the bridge. Boost through the water and grab the single Power-up on this side.



The road to the pier has very little to throw you off, which is a good thing because you have lots of decisions to make on the pier.

The pier is the hardest part of the course. Take the pier itself if you don't have a near-full F-Energy meter. Ride up the incline and down the straightaway, leaning toward the right side. At the crates, jump over the gap and land on the pier's adjacent section. Slam on the brakes if you have to, so long as you control your drift enough to turn left and catch the pier's boost pad. Catch it just right and you'll jet down the rest of the pier, over the sand stretch at the end, and back onto the main road approaching the finish line.



A shortcut takes you under the pier on the right side. It's great if you have a ton of F-Energy to spare. Boost continuously through the water until you find the boost pad under the pier. This way is a straight line and faster (plus you don't have to make the difficult pier jump), though it requires a lot of boosting to be successful.



An alternate route takes you around the pier to the left. Unfortunately, you drive through sand without a boost pad, so unless you have plenty of boost energy to spare, skip this route. If you choose to hang left, be sure to pick up one of the Power-ups under the pier.



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Another S-curve winds the track before the finish line. You could have a lot of speed coming out of the pier, so be careful you don't hammer into one of the sides. Grab an essence, a Power-up, and then more essences as you weave through the turns.



Evade your opponent's Power-ups and hit the gas pedal to zip over the finish line. Once you know the ins and outs of this course, you can really break some record times!



Tree Logger Trail

Star Level: 2

Difficulty Level: Moderate

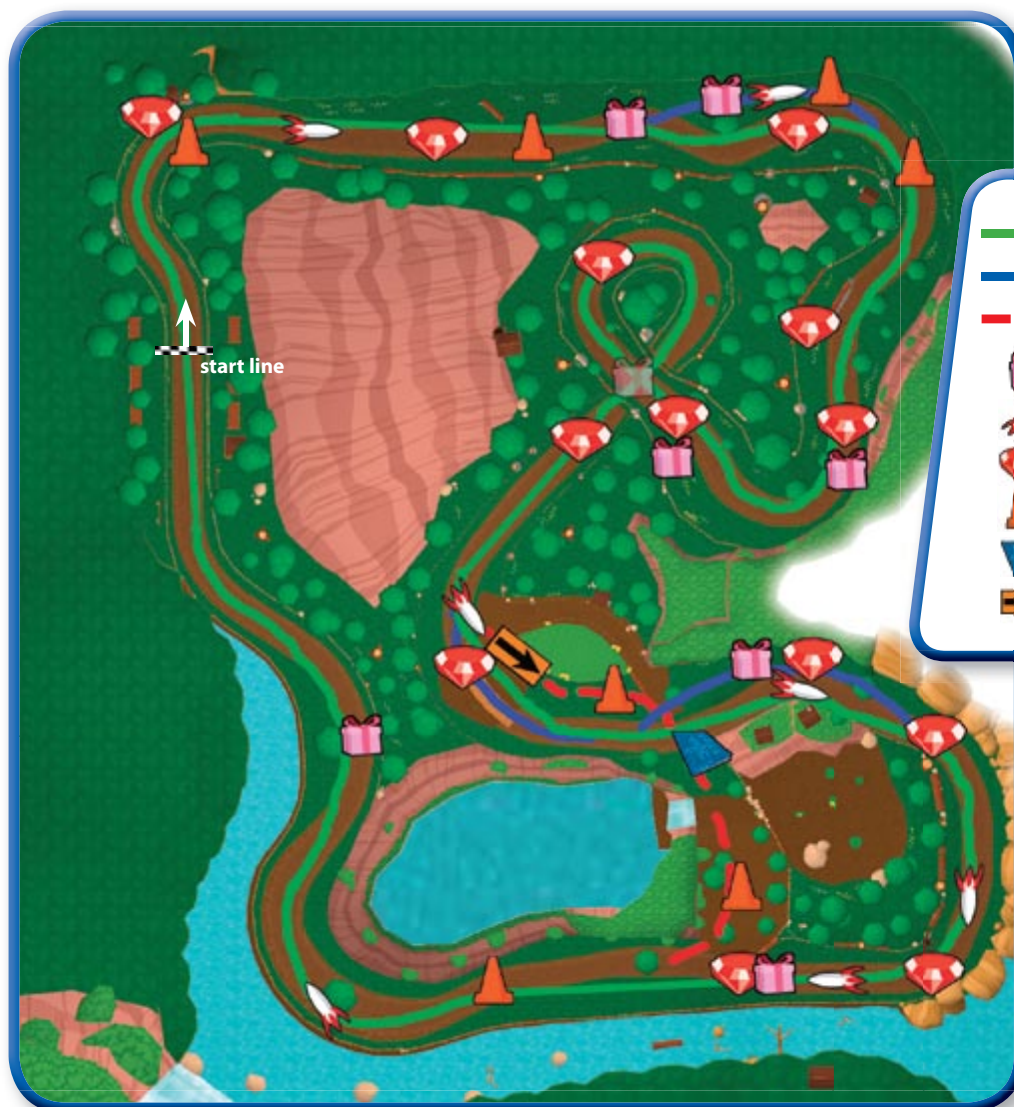
Championship Circuit: Greenwood Cup

Ideal Car: High Handling

Secret Blueprint: Shovel (Rear Accessory)

Description: You want forest, you got it with this track. Everywhere you look, there's a tree (hopefully not from an opponent's Seed Thrower!). You'll drive over logs, under logs, and through logs, and see if your car's steel and rubber can cut it against the lumber.





- **Fastest Route**
- **Alternate Route**
- **Shortcut Route**
- Power-ups**
- Boost Pad**
- Essences**
- Hazard**
- Secret Blueprint**
- Shortcut**

You might as well take advantage of the lightning start out of the gates. You definitely don't want opposing cars banging into you later in the track when you have to hit boost pads or make crucial turns.



Load up on essences in the first turn. You will need the extra boosts in case you land in rough terrain or want to tap into a superboost on the

straightaways. Leaf piles (minor hazards) mark this stretch of the track and pop up throughout the course. They are less deadly than actual trees, but avoid them unless you need the essence buried within.



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Blast down the next straightaway and hit the boost pads with speed. The essences just past the boost pad can power up a superboost if you want an extra burst of power.



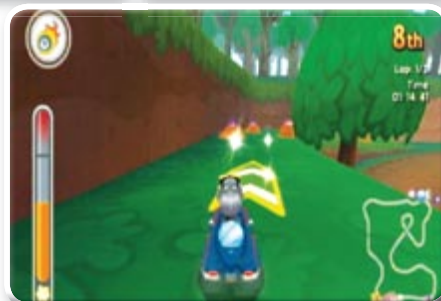
You can run through the leaf piles on this stretch for extra essence. It's a straightaway, and you can ignore the leaves flying up in your face for the most part. At the top of the rise is your first set of Power-ups.



You have a dilemma ahead: Do you stay on the main path or take the alternate route up the hill on your left?

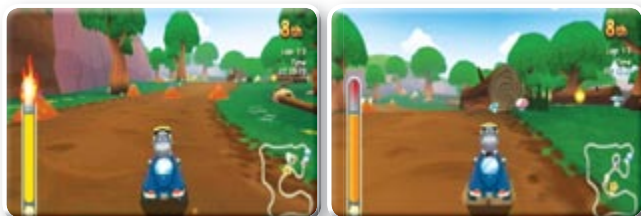


If you choose the alternate route, it's a little more work but can be rewarding. Hug the left side of the course and motor up the grassy hill. Grab the Power-up at the top and then drive over the boost pad to catapult off the far side. You have leaf piles at the far edge, though they won't matter if you gain the boost from the pad and steer away from the cliff on your left.



If you stay on the main road, you don't have a shot at the extra Power-up or the boost pad, but you also don't have to drive over grass or risk a collision with the cliff walls. You may battle other racers because everyone just loaded up on Power-ups.



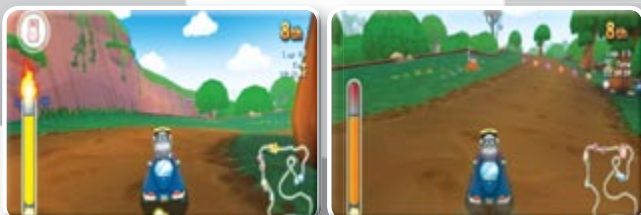


Around the bend, slide by (or drive through) the three leaf piles and then accelerate down the next straightaway.



A long log lies on the road's edge after the three leaf piles. A hidden pocket of essences rests in the grass behind the log. If you have some boost available, you can swing out into the grass and pick up extra essences. No boost? Don't risk slowing down or colliding with timber.

Zip down this straightaway and fetch some more essences and a Power-up. Save your boost power for the second part of the course, unless you have to jet by someone to avoid jostling.



It's your last "slow spot" before things get hairy on the second half of the track. You can stock up on essences, or there's a single Power-up partially hidden in a leaf pile on the left side of the grass. You won't have much time to breathe after this next turn.



As you enter into the circle loop that runs through the huge log tunnel, hug the inner (right) side. Angle around the curve perfectly and you'll collect a long string of essences that will probably top out your boost meter.



Shoot for a Power-up inside the log tunnel. Try to get in there without traffic; you can easily strike a wall if other cars jostle for position while going for the Power-ups.

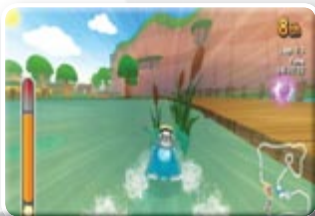
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Out of the log tunnel, climb the rise and pick up essences at the top of the hill. Whether you pick up speed or slow it down on the next straightaway depends on your path choice—left for the upcoming shortcut or straight on the main road.

If you decide to stay on the main track, aim for the boost pad near the water. Watch out for the tree directly behind the boost pad. Instead, angle to the left, toward the water, and let the boost pad zip you across the pond and back out onto the main road. Miss the boost pad? Take the alternate route over the bridge. It's much slower, but at least you get to collect essences on the bridge.



The boost pad sends you skimming across the pond. It's every easy to collide with the bridge on the right or

the tree on the left as you hit land. Be careful to thread the needle between the two obstacles and catch up with the main road afterward.



If you opt for the shortcut, it's a quick left before the boost pad, between the farm fences. Follow the fenced-in path through the leaf piles and up behind the farmhouse to a long ramp.



Gather as much speed as you can with a timely boost as you approach the long ramp. You can't make the jump without a lot of speed. Leap off the ramp, landing on the other side of the large ravine. You cut off a major portion of the track with this shortcut. It's always worth doing so long as you have the boost to support the jump.



The track's secret blueprint floats over the ravine.

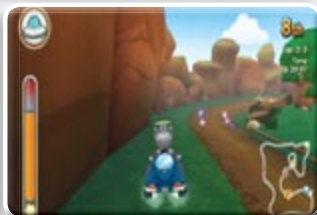
If you jump with sufficient height off the earthen ramp on the shortcut, you'll grab it.

Note



When you land after the ravine jump, brake to get under control. Avoid the many trees that could cause collisions. Follow the path and exit back on the track. You want to make a right to head in the correct direction.

Back on the main road past the intersection with the shortcut, you can continue straight or take an alternate route to the left. Jump over the log and cruise up the hill to gain a Power-up. This path is recommended only if you're desperate for a Power-up.



Drive off the far side of the hill to get back on the main road.



If you don't take the alternate route, stay on the main road and grab the single Power-up if you're moving slowly enough to course correct back onto the main road and avoid the downed log.



On the main road, you're about to approach a series of four boost pads in a row. To win this race, you must nail all four and superboost on at least a couple of them. Other racers will put the pressure on by hitting all four boost pads, so be prepared to do the same.

The second boost shoots you around a gentle bend and through some essences. It's relatively easy to stay on target with this one.



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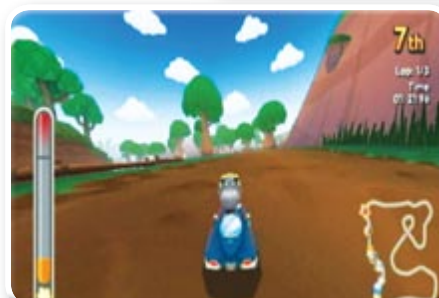


top of the hill. It's directly in your path should you try to hug the inner part of the turn as you're likely to do. Still your instincts and swing a little wider on this turn to roar past the tree.

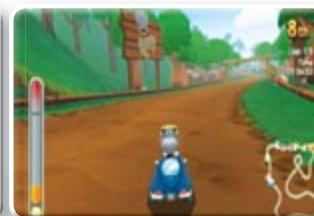
You can improve your time on the straightaway after the tree. You have plenty of room before the last boost pad. It's time to superboost if you can.



The last boost pad is tricky. It's nestled right against a thick tree in the course. Swing out wide and drift into the turn, then adjust your direction so you miss the tree and strike the boost pad head on. This will shoot you out in the correct direction at full speed.



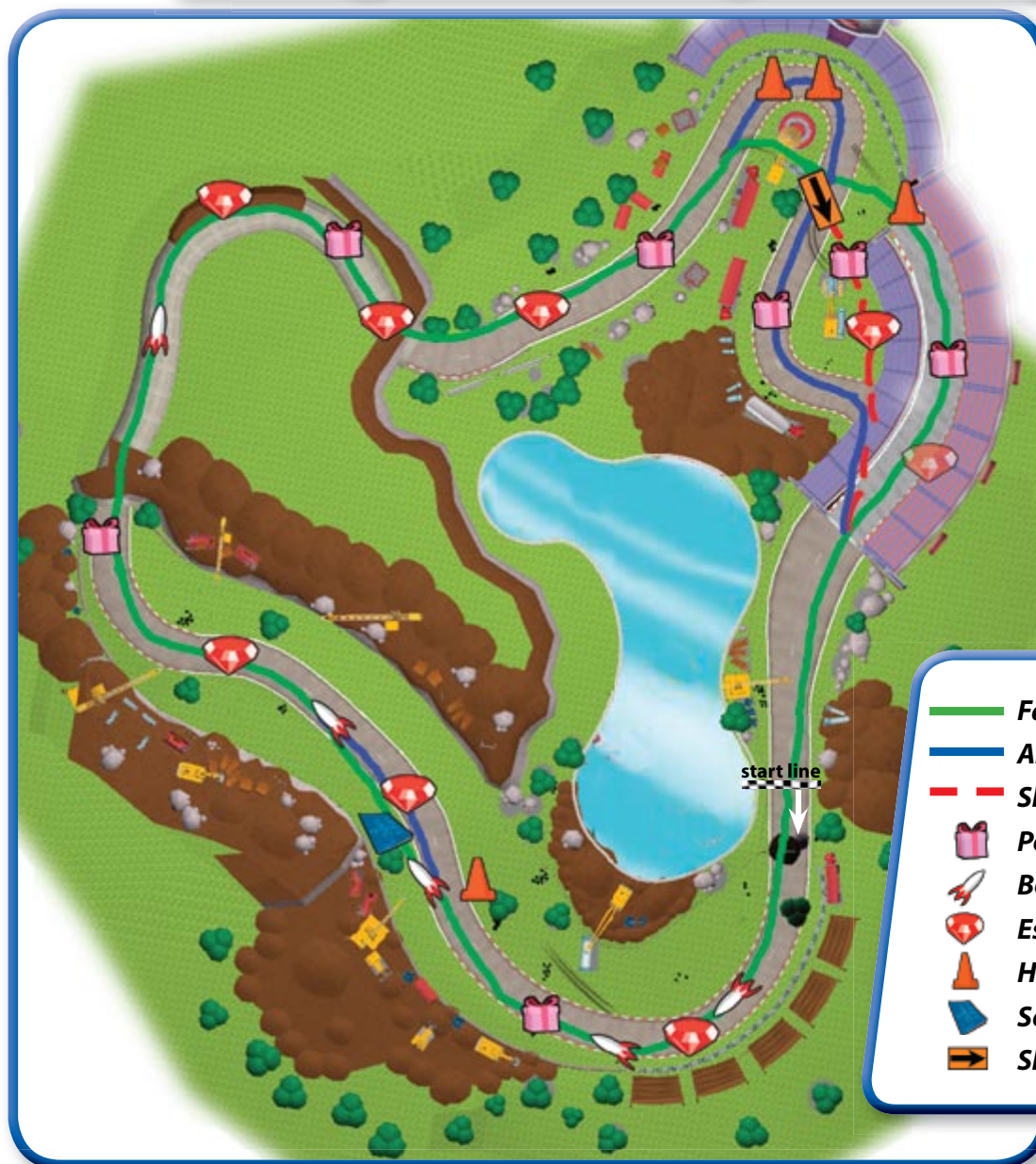
The last Power-up lies about halfway between the final boost pad and the finish line. Consider using the Power-up immediately if it's the final lap. If it's not the final lap, you have a ways till the next Power-up; save it for an opportune time.



It's a quiet ride to the finish line—no real obstacles or turns. If you're in a race with Rivals for that finish line, hold on to precious boost energy that might just kick your car into the overdrive you need for the win.



Sugar Rush Speedway



- **Fastest Route**
- **Alternate Route**
- **Shortcut Route**
- Power-ups**
- Boost Pad**
- Essences**
- Hazard**
- Secret Blueprint**
- Shortcut**

Star Level: 2

Difficulty Level: Low

Championship Circuit: Greenwood Cup

Ideal Car: High Speed, High Handling

Secret Blueprint: Hitch Ball (Back Bumper)

Description: You're in for a treat—and not the candy-crunching kind—on this scorching track. The exhilarating speed rush for more than half the track certainly gets the heart pumping. Even so, don't put



your Handling-friendly car in the Garage for the all-out speedster. Two sections of the course will test your driving skills, and only those with a little finesse on the pedal and the steering wheel will triumph.

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A slow start can be deadly on this track. Yes, you can make it up on the speedy straightaway, but who wants the pressure of taking the breakneck turns on the course's fastest route at maximum throttle?



Look for a ramp boost pad just off the track in the grass area to your left. Leap off this ramp boost pad for some extra speed, or you can pick up the secret blueprint floating above the ramp. Angle back toward the track, rather than run straight across the grass, and if you're really skilled you can clip the next boost pad.



Stay right into the first bend and catch a ride on the boost pad. It will catapult you through a line of essences and toward the second boost pad.



If you choose to skip the ramp boost pad, grab a few essences and cruise through the boost pad to keep up with those who use the ramp.



Follow your momentum and swing out to the left side of the track. Pick up the boost pad ahead and zip up through the line of Power-ups. Use your Power-up before you reach the tunnel area up the track.



Heading toward the tunnel, collect more essences and a Power-up. On the second half of the track, Power-ups are fairly plentiful. Consider expending your Power-up inside the approaching tunnel, where you can likely catch more opponents off guard.



Inside the tunnel, stay on high alert for other drivers. Conditions are tight, and everyone will be zeroing in on the lone boost pad inside the tunnel; expect jostling at the boost pad.



Accelerate up the hill outside the tunnel. Gather essences and another Power-up near the top of the rise.



Don't superboost inside the tunnel. The boost power from the boost pad alone will send you toward the far wall, and you'll have to do some fancy steering to avoid a collision. With course corrected, snatch a Power-up and some essences before leaving the tunnel.



At the end of this straightaway, before the hairpin turn, take the shortcut through the grass area on your right. The shortcut sets you up for the better routes leading to the finish line and avoids the hazards on the hairpin turn.



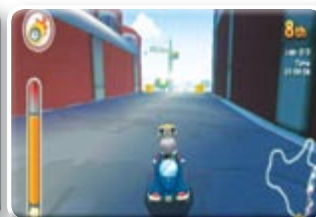
If you're going too fast to make the shortcut and must take the turn, prepare to dodge the tires and crates scattered about the road. You also may have to reduce your speed to successfully navigate the turn.

Again, you might want to use your Power-up at the end of the tunnel to capitalize on the confined space.

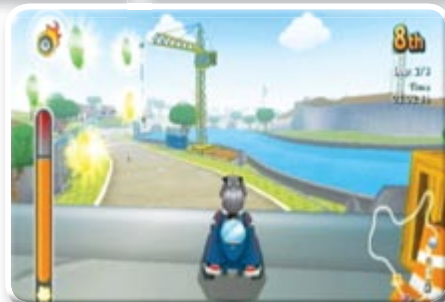
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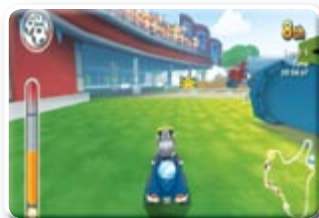
Out of the grass shortcut, veer sharply to your right, cut through an essence string, and drive between the pylon (left) and crane (right) down another grass slope. This is a direct line to the second tunnel area and the fastest route to the finish line. The shortcut is also dangerous, as you may strike a number of obstacles if you're not careful.



Corral a Power-up as you continue to increase speed. The alternate route drops you back on the main track after the tunnel, and you can catch a glimpse of the finish line in the distance. Be careful not to land on any cars exiting the tunnel.



The longer route is to stay on the main track and ignore the shortcut or the alternate route. It's not recommended to take this path, but if you do, you gain a Power-up and some essences for your trouble.



With good steering skills, you'll come out on the other side of the shortcut. Watch out for oncoming traffic on the main track. All traffic merges heading into the tunnel.



Out of the first shortcut, if you don't opt for the second half of the shortcut past the crane, head straight onto the alternate route that funnels you above the tunnel. Crash through the barricades as you pick up speed.



Inside the second tunnel, don't get tempted by the essences or you may strike a support column and stop dead. Depending on your speed, you may have to weave through two of the support columns.

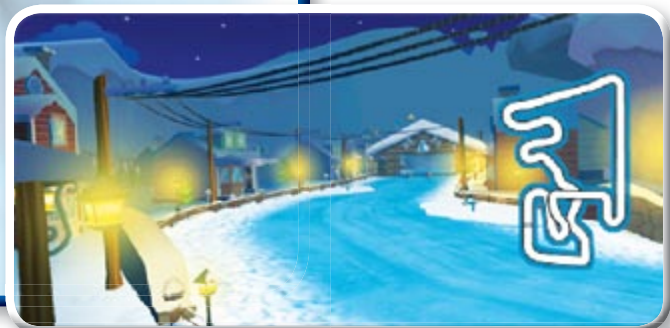


On the short stretch to the finish line, you're home free—assuming none of your opponents launches a Power-up with your name on it.

Chilly Hill Village



- **Fastest Route**
- **Alternate Route**
- - - **Shortcut Route**
- Power-ups**
- Boost Pad**
- Essences**
- Hazard**
- Secret Blueprint**
- Shortcut**



Star Level: 3

Difficulty Level: Moderate

Championship Circuit: Snowy Cup

Ideal Car: High Handling

Secret Blueprint: Mega Rammer
(Front Bumper)

Description: Chilly Hill lives up to its name. It's one of the ice tracks, and before you climb behind the wheel, think long and hard about a vehicle with great traction. If you can't handle the course's icy turns, you'll have frustrating race of spinouts and collisions. Unlike most tracks where you can boost for sheer speed, boosting is better in Chilly Hill Village to control your car and angle toward beneficial targets.

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You have a decent straightaway out of the gate in Chilly Hill Village. It's fine to go for the lightning start. If you don't trigger it, however, you'll probably have more control over your car early, which is also a good thing. Remember, this track is not always about speed.



There are more essences around the next bend. The beginning is all about powering up your boost meter so you have enough boost to control your car on the course's tougher spots.

If you're holding a Power-up, let it loose before you grab another at the third Power-ups area. Power-ups that drop obstacles like the tree or the pumpkin splat can be even more effective on an icy track. Even if an opponent doesn't strike the Power-up, they may veer too hard to avoid it and send their car out of control.



Enter the first turn and drive uphill to gain some essences. If you're out in front of the pack, you'll have a better shot at gaining several essence crystals instead of one or none.



Continue up the steep hill and call upon some boost if you need help with traction. Secure a Power-up about halfway up the hill.



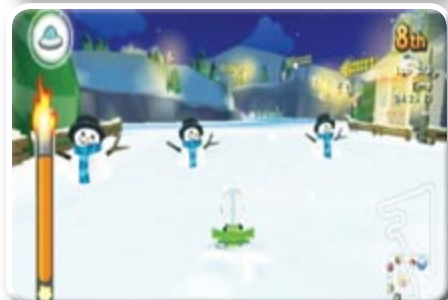
More essences give you some power heading into the boost pad ramp. Ignite a superboost to clear the gap and bounce down the following straightaway.



If you want another Power-up, stay to the left off the ramp jump. Because of your momentum off the jump, you may have to hit the brakes heading into the turn to regain a little control.



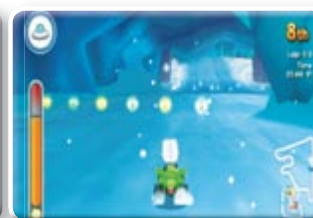
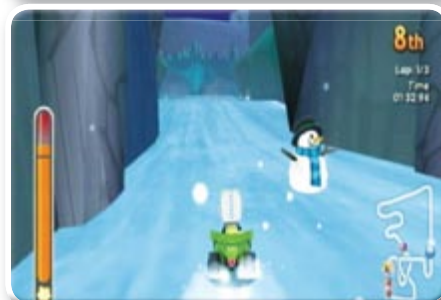
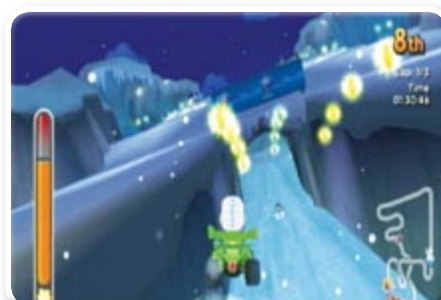
Off the ramp jump, stay to the right if you want a small shortcut. You don't get a Power-up, and you'll have to dodge snowman obstacles, but it may shave a second off your time.



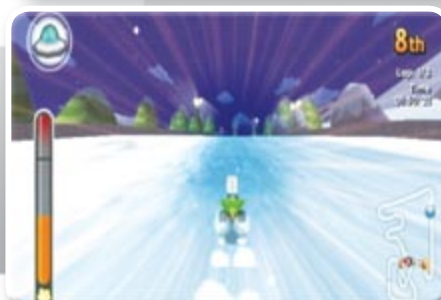
Round the corner and prepare for the underground tunnel area. You have a choice: Head straight on the main path or slide left and go over the tunnel.



Going straight through the tunnel is the faster route, so long as you don't strafe any of the sides or collide with anything. Jump as you reach the drop into the tunnel and you can gain some floating essences. Avoid the snowman in the middle of the road as you head into the tunnel.



Inside the tunnel, pick up a Power-up and more essences. Boost whenever you start to lose control and keep away from the sides and the rock formation that splits the cavern roughly in half.



Continue in style by zooming out of the tunnel with a boost pad. Feel free to superboost here for an extra speed burst.

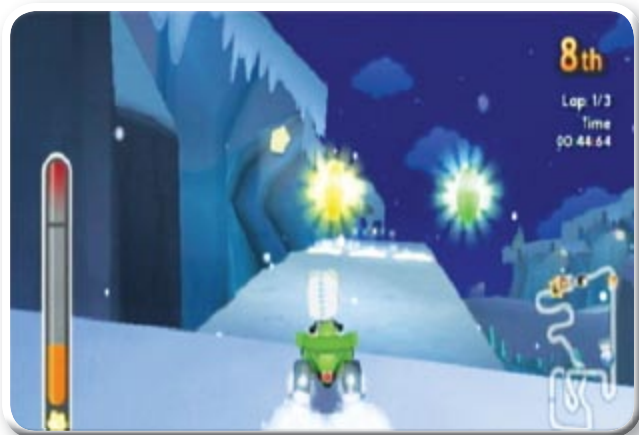
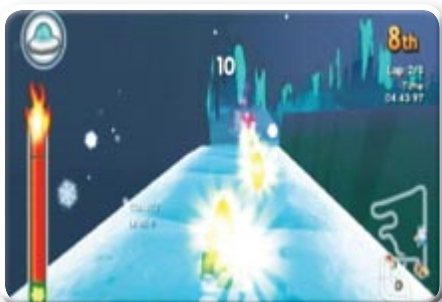
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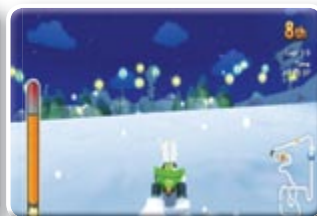


Rather than go through the tunnel, you can opt for the alternate route that drives over the tunnel. Stay to the left and churn through the snow rather than drop into the tunnel area.

Slide off the edge and you could land in a hidden groove between the tunnel top and bottom. It's lined with essences, which can fill up your boost meter and get you right back into full boosting mode.



Back up on the tunnel roof, continue along the left side and hit the boost pad. It'll send you through a cloud of essences and into an open snow-filled area. Boost through this whole area or you'll slow down significantly.

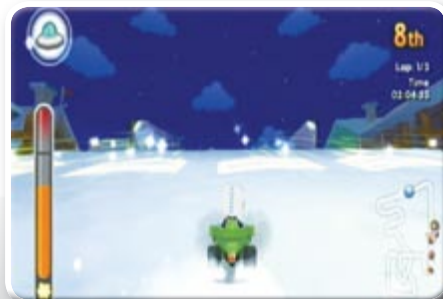


Continue along the top of the tunnel roof. Get some height when you leap off the edge and you'll collect several essences from the swarm floating near the exit point.



Control your car around the bend outside the tunnel. Go too fast and you'll ram the outer wall. Take it too tightly and you'll knock into a snowman obstacle.

Zoom through the next set of boost pads and stay to the middle of the straightaway. You can pick up some speed here. Just stay clear of the sides.



Weave through the snowmen littering the track and collect essences if you can. Don't make sudden movements for essence or Power-ups. Better to stay on course.



When you see the winding road sign on the telephone pole (it's right in the middle of the track; avoid it unless you like tasting your windshield), it's time to stay frosty. The upcoming stretch of road is the track's most dangerous, including moving obstacles such as the ski lift chairs.

Use the snowier sections to slow your vehicle down if you're going too fast and are afraid the brakes will send you spinning. This section is all downhill and adds to your speed. You can make good time on the main track or take the shortcut marked on the map.



If you continue on the main track, look for a final Power-up before the ski lift area. It might prove useful to get through the area or foul up your opponents' plans while driving around the ski lift chairs.



The shortcut is definitely the faster way to go. Motor through the snowmen and snow piles clogging up the entrance.

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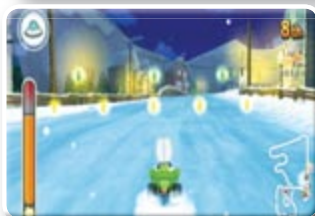
Leap off the series of drops without striking the fence on either side. If you haven't picked up your secret blueprint yet, it's ahead.

At the end of the shortcut is a cliff, and at the edge of the cliff is the blueprint. Jump off the edge of the cliff to grab the blueprint. The shortcut also drops you in front of the ski lift area.



The ski lift can cause problems if you aren't careful. Time your run through it with the ski lift chairs. They roll downhill on the right side and then back uphill on the left side.

It's best to stay to the right and slide in between two ski lift chairs. Try to match the chairs' speed and you can exit unscathed. If you go down the left side, you'll face chairs head-on, which will cause you to weave back and forth between the right and left lanes to avoid a collision.



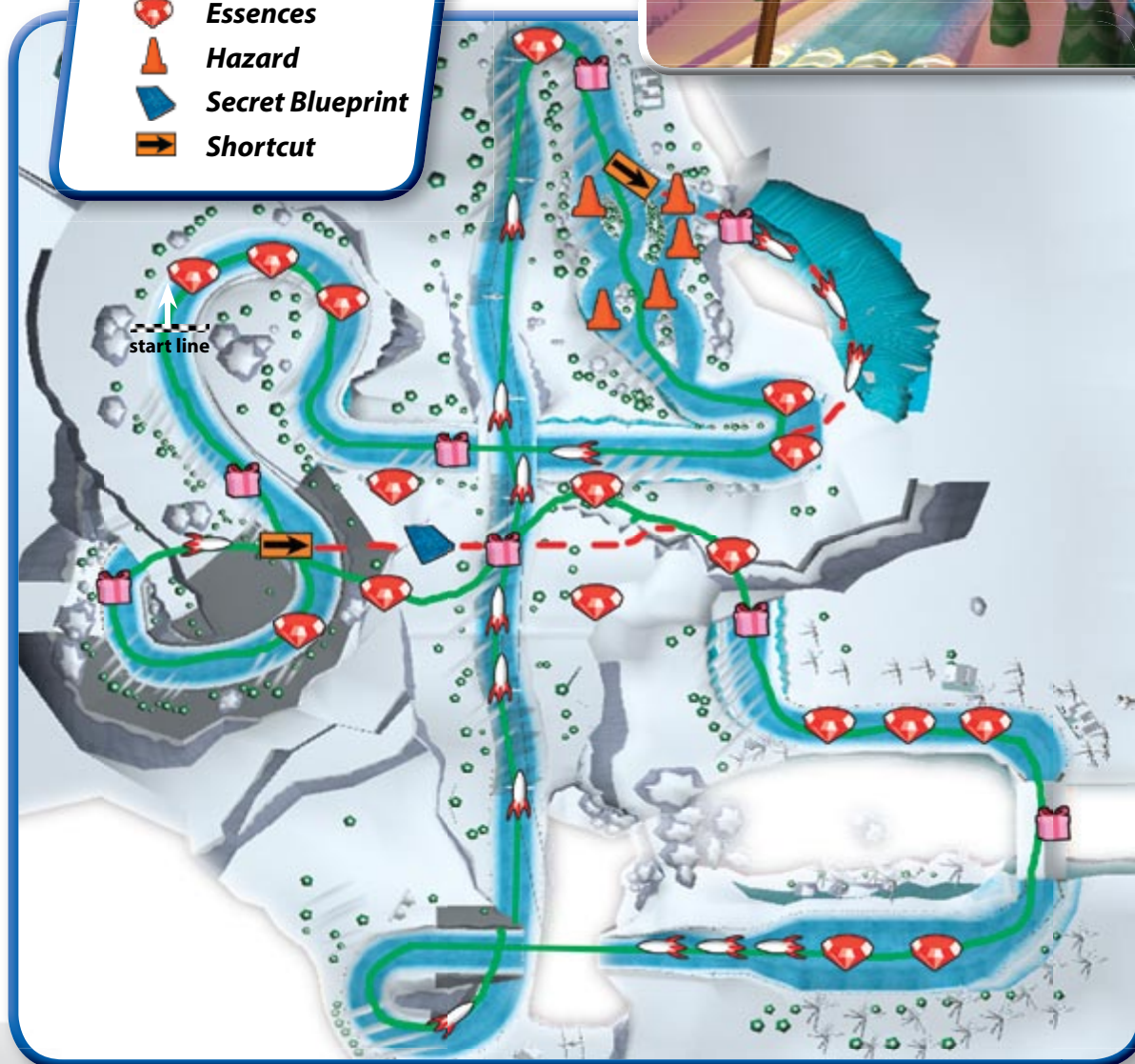
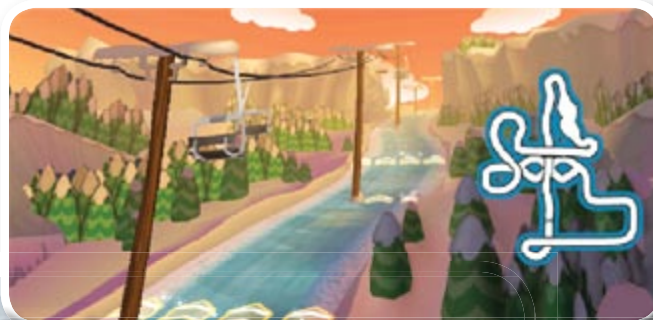
Zoom through the final Power-up and some more essence as you approach the last turn. Use your Power-up if it's the final lap. Otherwise, you can hold it for a better opportunity. Expend your boost if it's a race to the finish line.



Snow and ice will test your car's Handling. The driver who wrecks the least often will probably come out on top. Speed alone won't make the difference.

Sunset Slalom

- **Fastest Route**
- **Alternate Route**
- - **Shortcut Route**
-  **Power-ups**
-  **Boost Pad**
-  **Essences**
-  **Hazard**
-  **Secret Blueprint**
-  **Shortcut**



Star Level: 3

Difficulty Level: Moderate

Championship Circuit: Snowy Cup

Ideal Car: High Speed, High Handling

Secret Blueprint: Blue Lightning
(Wheels)

Description: You'll feel just like a downhill slalom skier on this track. You may even feel that way on the uphill section with enough boost pads to blur your vision for nearly the entire run. Two indoor ice caverns hold perilous shortcuts; if conquered, these shortcuts can win the race for you. You'll navigate essence gates, weave around a snowman maze, and even roar through a covered bridge. Winter sports have never been so much fun.

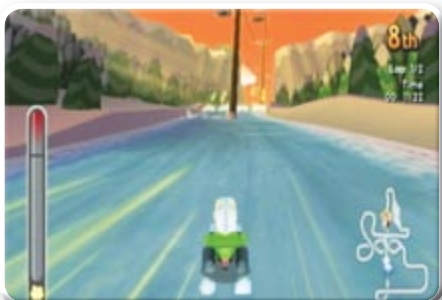
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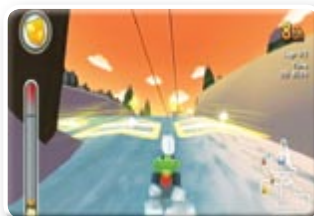


Another ice track will test your wheels. Go for the lightning start since the opening to this track is one long straightaway with sets and sets of boost pads.

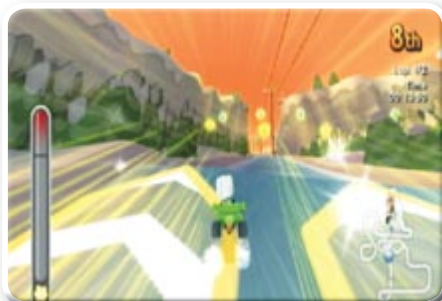
Zip up the track and favor the track's left side early on. The first set of boost pads stretches across the whole track; however, the second set rests to the left of the ski lift pole in the middle of the track.



Steer to the right to pick up the next boost pad. As soon as you shoot out of that boost pad, swing to the left to catch the next boost pad.



Jet off the last boost pad on the long straightaway and head for the turn. Keep left. The ski lift chairs run along the right half of the track, and you don't want to get clocked with one of those.



Launch off the third boost pad set and aim for the first Power-ups. It's the only one you get on the long straightaway, so use it wisely.



Follow the track's big lighted arrows that point to the right and loop around the turn. Fetch some essences as you begin the turn and score a Power-up as you exit the turn.





To your left is a shortcut through an underground ice tunnel. Straight ahead is a snowman maze, the less dangerous of the two options. Assuming you choose the maze, when in doubt, plow through a snowman; you don't want to hit one of the many dividers sectioning off the maze or your car will come to a dead stop. At the top of the maze are three paths. Take the center one without snowman obstacles.

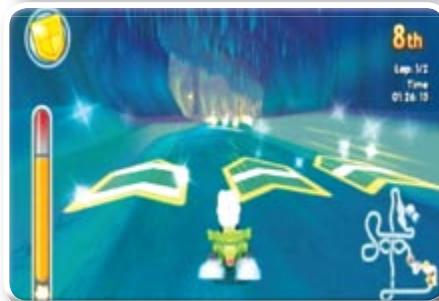


Slip past the snowmen as best you can. Continue down the hill until you exit the maze. You should see a large bend turning to the right. In the wall above the turn is the shortcut exit point.

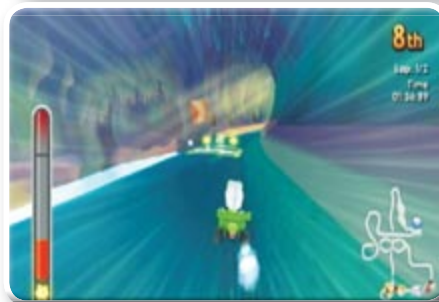


If you choose to skip the maze, use the shortcut immediately to the left of the fork road sign at the maze's

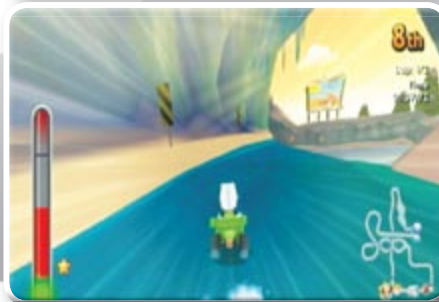
start. Slide between two of the snowmen or knock one over to reach the ice tunnel entrance in the distance.



Grab the Power-up before the first boost pad and use it immediately in the tunnel if you have opponents on your tail. Angle back to the right as you go for the first boost pad.



The series of boost pads in the tunnel gives you a serious acceleration advantage, which, if you escape the tunnel at full velocity, can give you a huge kick start on the next section of the track. However, the whole left side of the ice tunnel is a bottomless pit. Traveling at



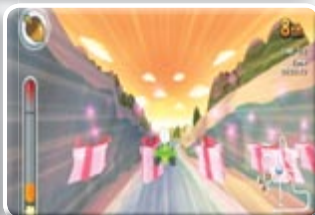
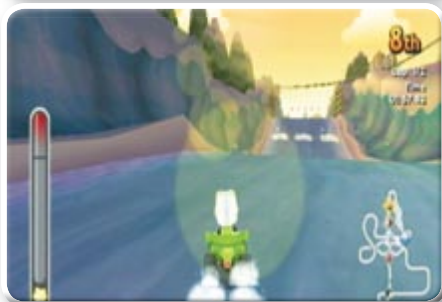
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those high speeds, it's difficult to stay on the ice path. If you don't hug the right wall, you'll likely plummet over the side and have to restart close by, losing time instead of gaining.



The shortcut exit drops you on the track below the snowman maze. Head left and pick up more essences before descending a short hill, then climbing another hill in preparation for a jump.

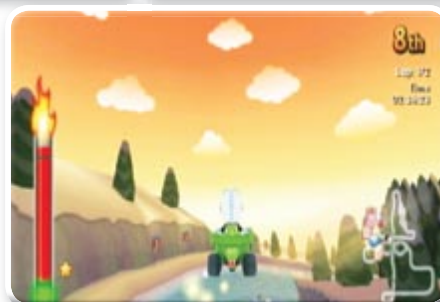


Gather speed and use the boost pad to launch you over the upcoming gap. It's a difficult maneuver. First, you must dodge the ski lift chairs that run back and forth and block attempts to leap across. Aim to pass behind one of the chairs and let it pass without incident. Second, if you have enough acceleration, you can snag a Power-up from a string that floats behind the ski lift.

Around the next turn, a series of essence gates lines the hill. Much like the slalom gates skiers race through, these essence gates provide three essence crystals for each gate you successfully drive through. Steer for them if it won't throw you too far off course, and fuel up your boost meter quickly.



After the essence gates, a pair of Power-ups flanks a ramp in the center of the track. You can either use the ramp to leap up and snatch more essences or drive to one side and gain a Power-up.

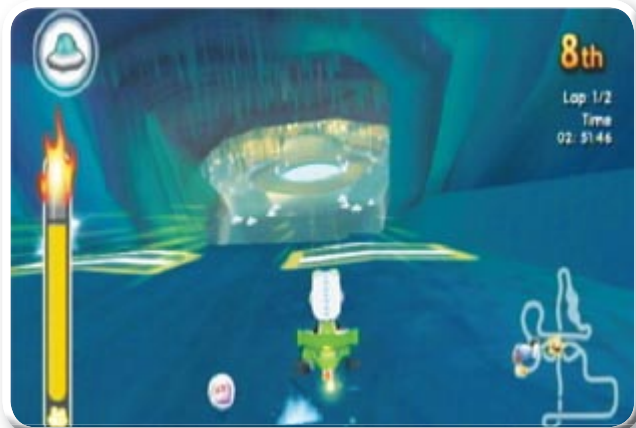


Into the next bend, grab more essences. You may want to boost to pick up speed here. The extra essences you gain in the turn will probably fill you back up again anyway.





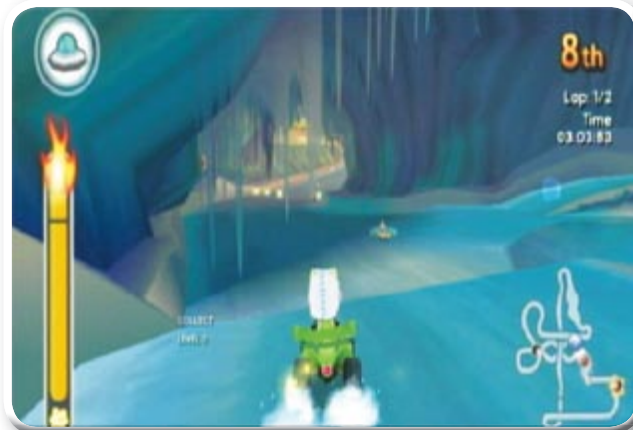
Score another Power-up before you enter the second ice cave. Use it inside at a strategic spot on the track, especially on one of the narrow ledge paths.



Accelerate with the help of the ice cave's boost pad and rocket down the right or left side. It's safest to choose a side path and follow the ledge. Otherwise, you need to take the shortcut straight through the cave, but you had better have enough boost to make it.



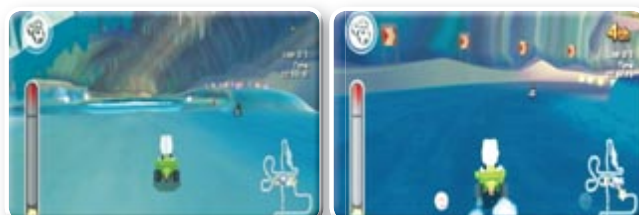
Following the ledge paths, you collect a ton of essences. There's also one Power-up on the ledge that arcs over the ice cave floor in the very center.



The side ledge paths merge near the ice cave exit. Watch out for traffic and Power-up abilities in this section.



If you choose to take the shortcut through the ice cave, rocket down the entrance straightaway with as much speed as you can. Jump over the first gap and haul in the secret blueprint floating nearby.



At the second gap, either jump over the circular area if you have enough boost left, or slide around to one side and straighten out to clear the exit point at the back of the cave.

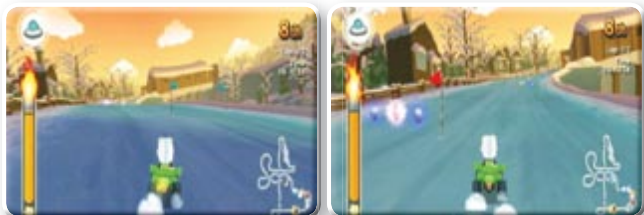


You may be depleted after the ice cave, and there are essences and Power-ups on the track outside the cave. Refuel for the last portion of the track.

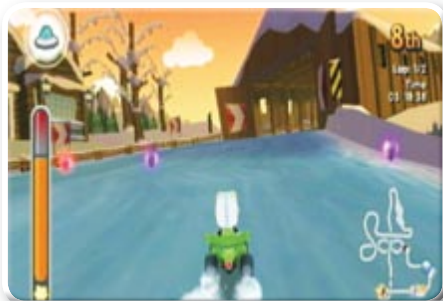


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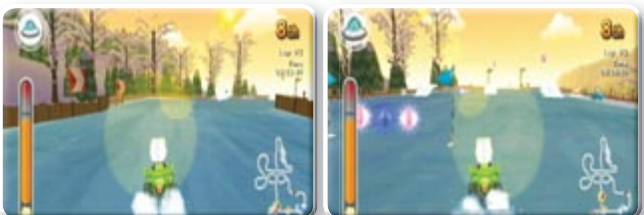
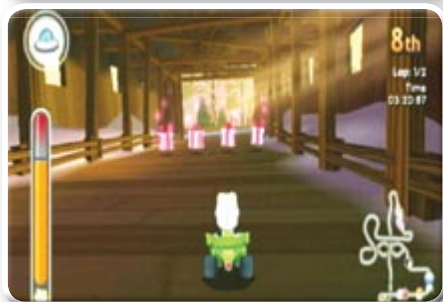
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More essence gates line the hill up to the covered bridge. If you are low after the ice cave, steer through any full gates and absorb the essence energy.



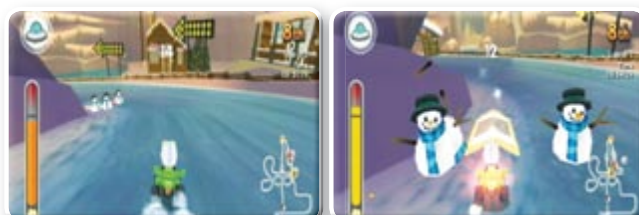
Brake heading into the covered bridge so you can make the turn and not collide with any walls. A treat awaits you inside: a string of Power-ups.



After the covered bridge, you enter a large area filled with essence gates and ramps. Go for the essences so long as you don't have to jostle with other racers for them. You can use the ramps to leap over competitors, too.



Get ready for one of the biggest jumps in the entire game! You race down a steep hill full of boost pads and launch high, high up in the air. The tricky part is controlling your landing. It helps to have a car with great Handling, and you may need to brake or boost to maintain steering and proper direction.



Descending the last big downhill, hug the left wall. You might think you want to avoid the snowman hazards near the turn, but you don't. Hidden behind them is the last boost pad. In a close race, it will likely determine who crosses the finish line first.

Use the final boost pad or all your remaining boost energy to cross the finish line. The driver who best mimics a slalom skier on this track should claim gold.



Bayou Boardwalk



- **Fastest Route**
- **Alternate Route**
- **Shortcut Route**
- Power-ups**
- Boost Pad**
- Essences**
- Hazard**
- Secret Blueprint**
- Shortcut**



Star Level: 3

Difficulty Level: High

Championship Circuit: Snowy Cup

Ideal Car: High Handling, Decent Weight

Secret Blueprint: Fog Lights (Front Bumper)

Description: A walk on a boardwalk is relaxing. A 100-mile-per-hour race down a boardwalk with jumps and other vehicles in your way? Not so relaxing. It can be downright terrifying if you don't have a car with really good Handling. This track is full of boardwalk racing,

jumps, and a bayou that will bog you down if you don't follow the correct route. Take advantage of your jumps from track to boardwalk with superboosts and long distance leaps. Just be careful you don't careen into the boardwalk siding or leap completely off the track.



Go for the lightning start once the flags are dropped. The track's first several turns aren't particularly vicious, so you should be able to handle a little extra speed.

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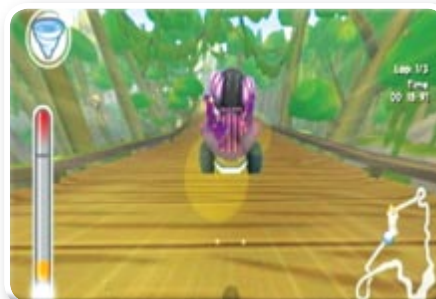


Weave left then right around the small S-curve out of the starting gate. Grab any essences as you pass to power up for the upcoming jumps.

The track quickly opens up into a large expanse with haystack hazards and floating essences. It seems like plenty of room, but remember that it all funnels back to the boost pad ramp on the far side. All cars will be converging on that point, so it's best to stay ahead of the pack to avoid all that. The more haystacks you strike, the slower you'll go. Bypass the haystacks unless doing so will make you collide with another car.



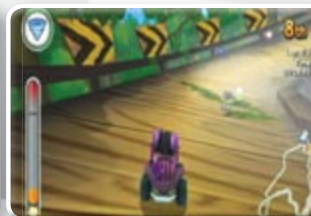
The boost pad ramp will send you across a large gap to the first boardwalk. Pick up the Power-up leading into the ramp and boost for a longer leap. You might want to use your Power-up immediately on the boardwalk, especially if it's pumpkin goo, beehive trail, or tree. Other drivers will have a hard time dodging these traps when they first land.



Get your vehicle under control as soon as possible after making a boardwalk jump. Apply brakes to slow your speed or boost to regain traction, and slide your car into position to take the following turn with ease.

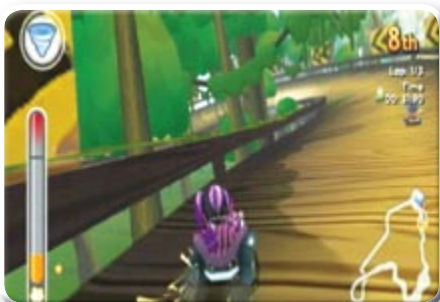


Scoop up more essences as you turn into the second boardwalk boost pad jump. Stay in the middle of the track so you don't miss the landing completely.

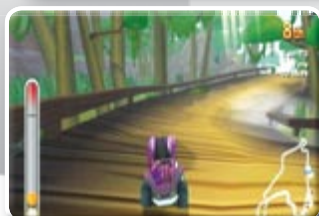


The boardwalks weave crazily at times. All-out speed isn't the answer; you should look in the distance and gauge how the track curves, then anticipate where you're going to steer your vehicle.

Hug the inside of the boardwalk curves if you can. If you can't, apply your brakes and drift through each turn (which will also gain you boost energy). The second boardwalk has the worst curves of all three boardwalks, including a hairpin turn in the middle. You may want to slow down a tad on this boardwalk.



Hit the next boost pad ramp with some speed and stay near the ramp's center. It's more important to land in the middle of the following boardwalk than it is to gather excessive speed.



Fly through the boardwalk's turns as best you can. Don't go looking for essences—they may actually guide you

into the sides—but if you take a turn too wide, you may pick up some essences for good measure. When you see the bayou in the distance, you've reached the end of the boardwalk madness.



Welcome to the swamp. Head off the road without serious boosting power and you'll slow down in the muck. There is also deeper water that will sink your car and force you to restart at a nearby point. Unless you're prepared to take the shortcut, follow the main dirt path.

At the first fork, bear left. It might be slightly longer than the right fork, but it's a smoother ride and you can pick up valuable essences. Depending on how many essences you scoop up, you may be able to go off-road.



At the second fork, go right. It's the much shorter path. The alternate path takes longer; however, you can gain essences and a Power-up out of the route (not a bad idea when trailing and in desperate need of a catch-me-up Power-up).

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This part of the bayou trail snakes back and forth. Slow your speed to handle the curves well and, of course, pick up as much essence as possible to fuel up the boost meter. Again, you may opt to go off-road a bit here if you picked up enough essences.

The final turn sweeps around to the left with some essences into the turn. Drive through the essences and then position your car for the boost pad ramp out of the bayou.



The bayou trail can really slow you down if you follow dirt all the way. Instead, the shortcut can cut the time down by a third if you have the boost to drive straight through the water. When you first enter the bayou from the boardwalk, angle to the right of the first road sign and kick into overdrive.



Cut straight across the bayou at maximum speed. Dodge trees and signs. Do not go near the darker blue water spots. You will instantly sink in these and be forced to restart at a nearby point. You defeat the shortcut's purpose if you sink or collide with something.

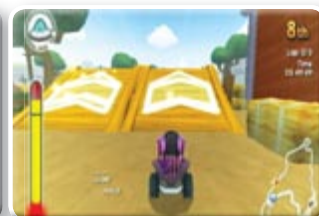
Whether you follow the dirt trail or employ the shortcut, the boost pad ramp will launch you into the farmyard. Most times you will stay to the left for the main trail. However, if you need the secret blueprint, drive toward the barn.



Look for the ramp that leads up into the barn's loft. A single Power-up package marks the ramp's base.



Boost up the ramp and jump clean through the barn. You'll pick up the secret blueprint as you pass through the loft and out the other side to rejoin the main track.



If you don't take the alternate route, stay to the left and use the boost pad ramp to the left of the barn. Boost to see how far you can go.

Control your landing and steer toward the center of the track. Nab the final Power-up and consider triggering it if it's the final lap.



Swing out right to avoid the first leaf hazard, then back in to the left to avoid the second leaf hazard. Accelerate through these turns and superboost as soon as you see the finish line. With some speed and driving finesse, your muddy car might need a wash when it finishes this course, but at least you'll own a shiny gold medal.

Misty Motorway

- **Fastest Route**
- **Alternate Route**
- - **Shortcut Route**
-  **Power-ups**
-  **Boost Pad**
-  **Essences**
-  **Hazard**
-  **Secret Blueprint**
-  **Shortcut**

Star Level: 3

Difficulty Level: Moderate

Championship Circuit: Snowy Cup

Ideal Car: High Speed, High Handling

Secret Blueprint: Train (Horn)

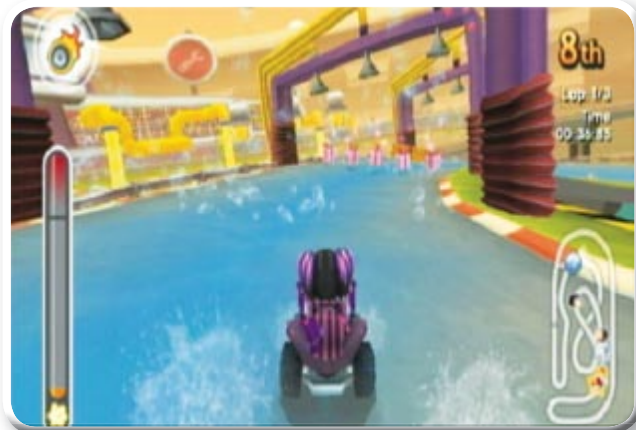
Description: You can always taste the “need for speed” on this course. You can get up to blazing fast speeds on the long straightaways and by tapping into the strategically placed boost pads. Alas, a Top Speed car won’t win you the race. You need lots of Handling to combat the slick pavement in the flooded course sections and some nifty steering to dodge pitfalls and to access the track’s key shortcut. On this wet track, it’s time to see what kind of slick driver you really are.



Think “controlled speed” on this track. Seize the opportunity to go as fast as you can, such as a lightning start right from the beginning; however, don’t drive so fast that you can’t compensate for wet turns and hazards.



The big turn holds a flooded zone. Sprinklers wet down the pavement for a very slick surface. The wet zone will slow you down and possibly send your car skidding if you don’t have it under control. Large vehicles with low Handling have trouble on this surface.



All is innocent enough until you spot the first hazard. Two orange cones flank a wooden barricade. You’ll spin out or decelerate if you strike the hazard, but you can jump over it and gain a Power-up.

Stay to the right in the turn. Collect a Power-up and begin to accelerate as you exit the sprinklers onto dry pavement.



Stay to the left of the hazard and you’ll gain a Power-up soon enough. Pass through the string of Power-ups and then collect some essences a split second later.

After sloshing through the sprinklers, the upcoming boost pad is a welcome sight. Pick up your speed here and snatch another Power-up before entering another splash zone.

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Fly into this watery turn and you'll be hosed—literally: Hoses spray the track with water. The same rules for watery surfaces you followed before apply here. Try to stick to the inner (left) edge as closely as possible to suck up some much-appreciated essences.



On the following straightaway, lean to your right and absorb some more essences.



Another line of Power-ups crosses the track before the next water zone. Consider dropping a Power-up in a water zone. Pumpkin goo is difficult to spot, and other Power-ups that mess with a driver (Bunny Luv or Tornado Inverter) work exponentially better on a hazardous surface.



Veer left in the water zone to avoid the crates to your right and to race over the boost pad. Immediately steer right to pick up the second boost pad near the water zone exit. If you hit the first one, your speed should zip you through the water zone without incident.



Around the next bend, look for a giant purple fan on your left. Yes, it's nice to have your car power dried after its latest soaking. No, you don't want to be dried by this fan. The fan

blows hard to the right, and you'll find your vehicle getting pushed in that direction. You can beat the fan by accelerating through the area quickly or by hugging the left side of the course so it pushes you back into the middle.



There's a shortcut to your left. However, it does involve some skill and risk to navigate it. Assuming you want to play it safe, continue straight and pocket a Power-up and some essences in the turn.



Out of the turn, two boost pad ramps, one in the track's center and one to the right, provide extra speed and a shot at the floating essences. The one on the right is better if you can reach it because it will set you up better for the next boost pad.

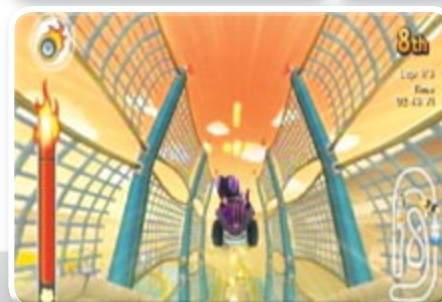


If you want to use the shortcut, it's important to stay to the left as much as possible so the fan doesn't blow you too far away from the shortcut.

Immediately after the fan, cut over onto the grass and jump over the hole. Make a sharp turn to the left and you're back on the track ahead of the two boost pad ramps.



Motor to the right side of the course, avoiding the barricade and puddle in the center of the straightaway, and catch the boost pad that will send you screaming toward the huge jump ahead.



Rocket down the hill and swerve to pick up a Power-up only if you're sure you can align yourself back to the center and hit the boost pad ramp. You

will automatically speed over the first set of boost pads, but you'll only hit the ramp if you're exactly in the center of the course. The track's secret blueprint floats above this ramp. If you jump off the ramp at its highest point, you might jump too high—jump earlier, while you are still driving up the ramp. Don't need the blueprint? Jump later and you'll land farther down the track.

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You have a lot of hangtime off this jump. As you land, watch out for the two pits and various crates that could make a wreck of your landing. Brake and course correct as soon as you have your bearings.



You may opt to cut back across the track for a few essences and to reduce your angle to the finish line. If you want to play it safe, stay to the outside and let momentum carry you.



Ride out wide (to the right) and soar through both boost pads on the outside edge of the gold pipes. Speed is crucial here if you're in a race for the finish.



One last string of essences and the finish line is in sight. On this water track, how you manage your speed and hazards will determine whether you're a winner or all washed up.



Pinball Canyon

Star Level: 4

Difficulty Level:
Extreme

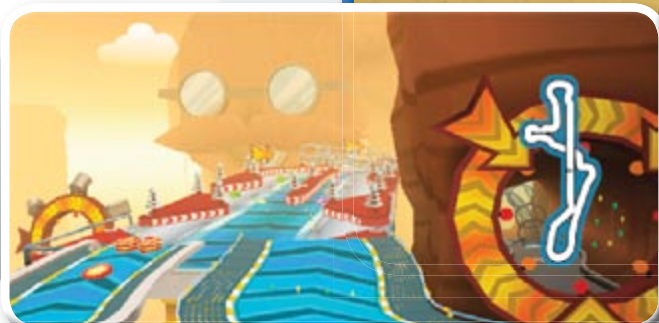
**Championship
Circuit:**
Ultimate Cup

Ideal Car: High
Handling, High
Weight

Secret Blueprint:
Cheerful (Horn)

Description: Ever wonder what life as a pinball might feel like? You're about to find out. Pinball Canyon shoots you around the course with dozens of boost pads, and the bumpers rebound you with surprising elastic force. Disable the bumpers whenever you can by riding over each bumper set's color-coordinated "off" button. Hit the off button and the bumpers retract for a much smoother ride. Probably not too difficult—if you weren't cruising at supersonic speeds with walls pressing in on you.

- Fastest Route
- Alternate Route
- Shortcut Route
-  Power-ups
-  Boost Pad
-  Essences
-  Hazard
-  Secret Blueprint
-  Shortcut

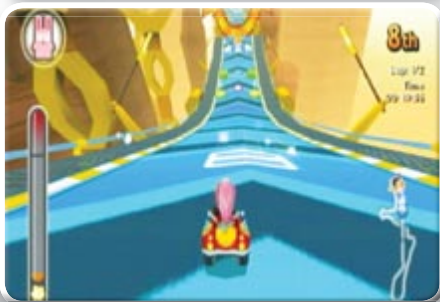
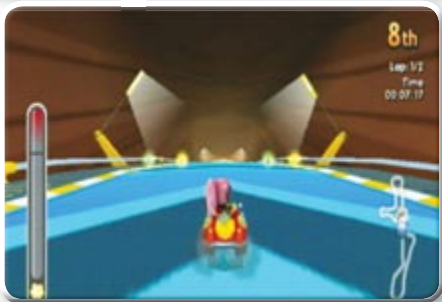


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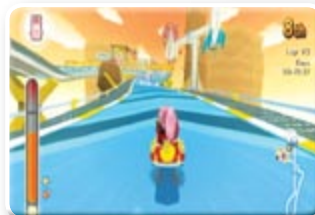
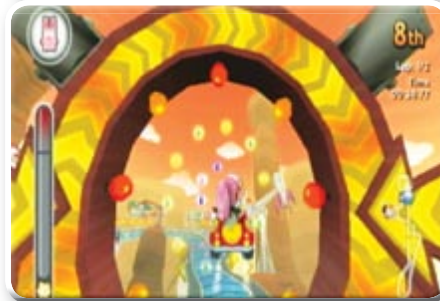
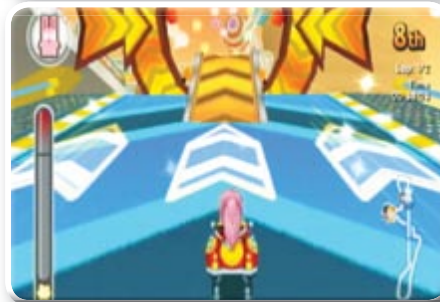
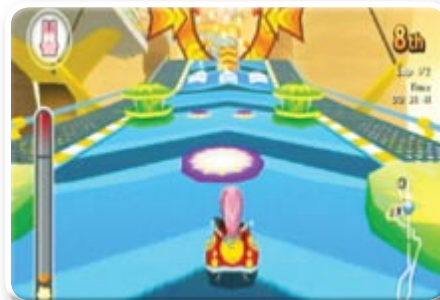


Things start out slow as you jet out of the starting gate and shoot for the first boost pad near the top of the slope.



Down the other side of the slope, grab a Power-up, then swing out to either side and accelerate from one of the boost pads. Slide back into the middle for the next boost pad.

Stay in the track's center and aim for the purple off button in front of the two purple bumpers. This sets you up for a straight line to the boost pad ramp and into a long jump through a pocket of essences. You can also stay wide and depress one of the green buttons, but if you don't slide back into the middle quickly, you'll miss the ramp and drop into the bottomless pit.



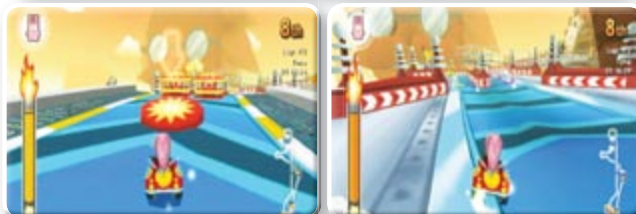
Your momentum will carry you toward a split in the course. Collect some essences before you decide which fork to take.



The left fork is faster. Make sure you ride over the purple button to disable the first two bumpers. Otherwise, you'll have a tough time squeezing through the pair.



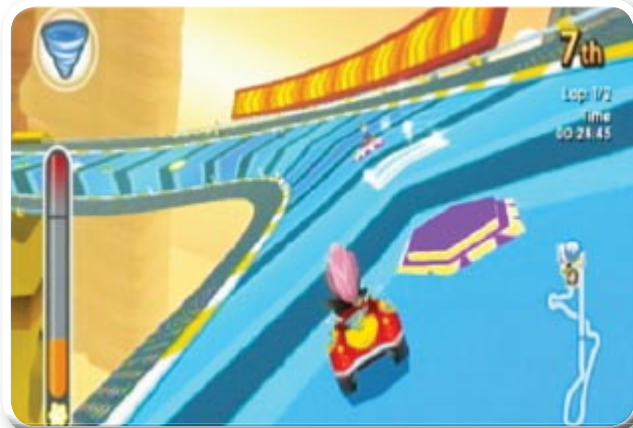
Lower the green bumpers next by aiming for the off button in front of the pair. If you miss the button, swing wide to avoid the bumpers.



Disable the purple bumpers and then the red bumpers to reach a short jump to the track below. If you had taken the right fork, it also would deposit you in this area.



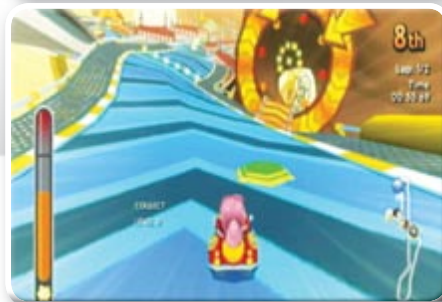
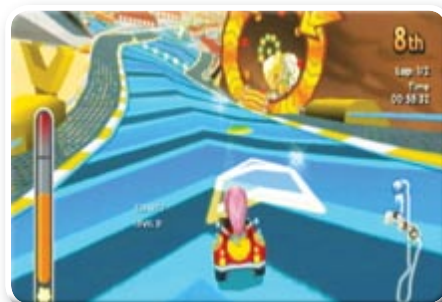
If you choose to go on the right fork instead of the more direct left fork, you can make good time if you hit all three boost pads. The first boost pad directs you over a purple button and through a line of Power-ups.



You can only use the second boost pad if you disable the bumper in front of it. Continue shutting down the purple and green bumpers so you have an open course.



The third boost pad lines you up with a special alternate route. It's difficult to rocket off the boost pad and nail the ramp leading into the circular hole through which you can find the alternate track. If you do, it will guide you down to the tunnel entrance ahead (without any steering on your part).

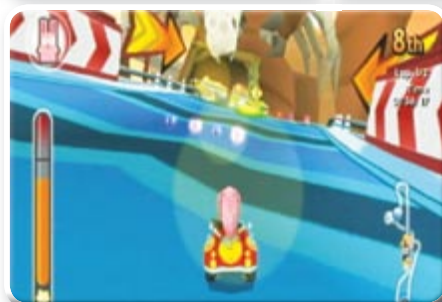
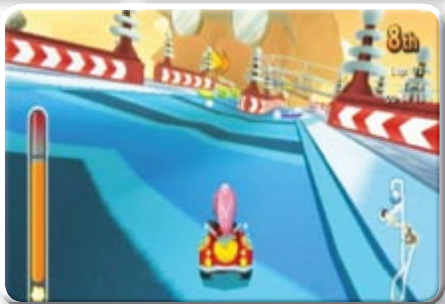


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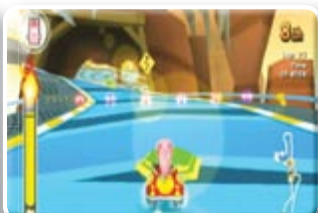
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Rather than risk the alternate track, you can use the boost pad to burn down the rest of the track until it connects with the left fork. Collect more essences along the way.

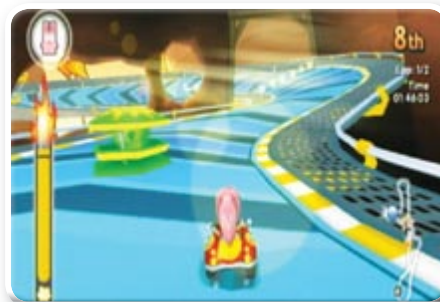


At the next fork, it doesn't matter which side you choose. The track only splits apart for a short span, green on the left and purple on the right, before merging again. Be sure to disable any bumpers before you ricochet off them.

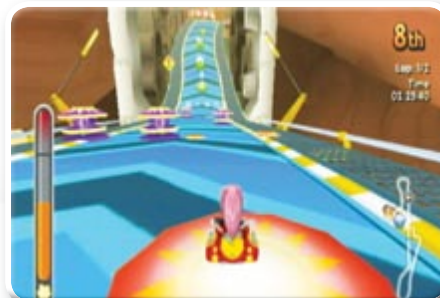


After the two sides merge (watch out for incoming cars from the opposite side!), shift back to the middle and aim for the green button. Your path is now clear to pick up the essences just ahead.

Snake around the next turn. Weave past the green bumper and scoop up more essences in the curve.



Head up the track with the aid of a boost pad and snatch another Power-up. Swing to the middle of the course for essences and another boost pad to lead you into the tunnel.



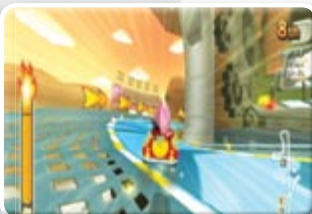
Stay right and ride over the red button. Drive between the purple bumpers and shift back to the center of the track.



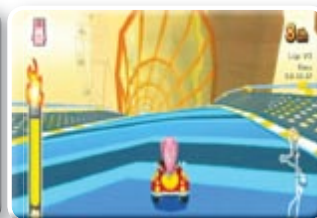
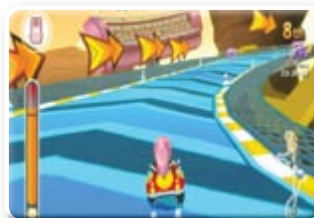


Next, the green button lowers three bumpers in a triangle pattern. By disabling them, you make the path much easier and you have access to a new boost pad.

To reach the secret blueprint, and activate a shortcut in the process, depress the purple button in the middle of the track near the giant electricity rods. Steer to the left and use the ramp that popped up to leap over the vat of green goo. Snatch the secret blueprint as you vault over the goo. You land back on the main track on the other side of the L-turn ahead.



Cruise down the next section of track. Skim past the purple bumper and haul in a Power-up at the next turn.



Follow the large orange arrows along the outer wall of the track and drive up the steep slope. At the top, you'll spot a golden cage that looks like a lacrosse basket above the track.

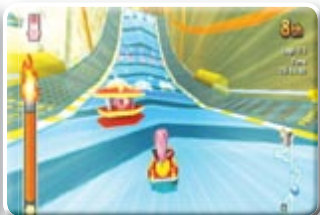


Continue under the cage and set up for a left-to-right, back-and-forth run at a series of boost pads down the next slope. Start left and veer right to pick up the second boost pad.



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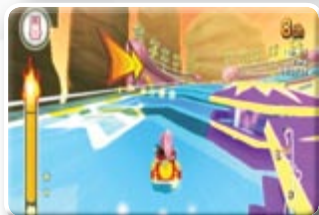
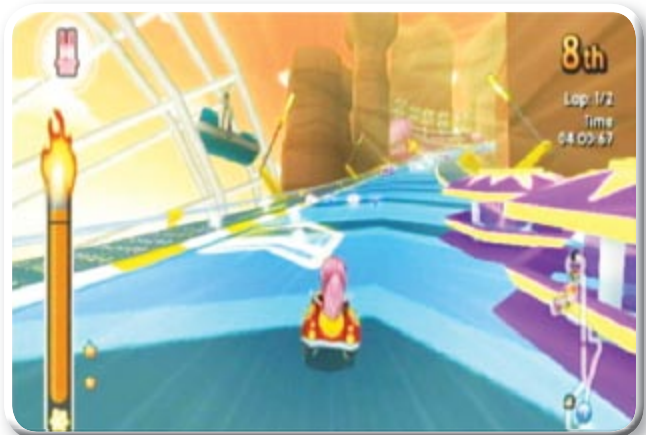
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Get your momentum up by racing over the last two boost pads and shooting over a tremendous gap.

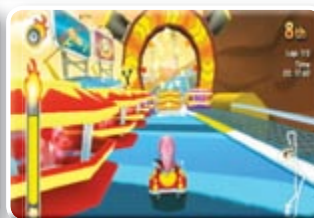
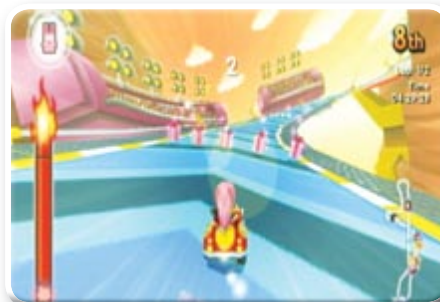


Control the car as you land near the space-age Ferris wheel. Up ahead you have another back-and-forth weave to avoid bumpers and use boost pads.

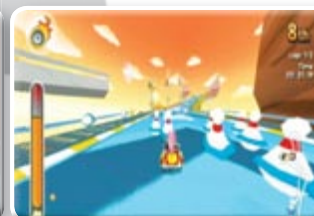
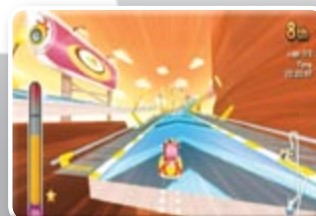


Purple bumpers barricade most of the track ahead. Stay to the left for the first two boost pads, then quickly swing to the right to pick up the third boost pad.

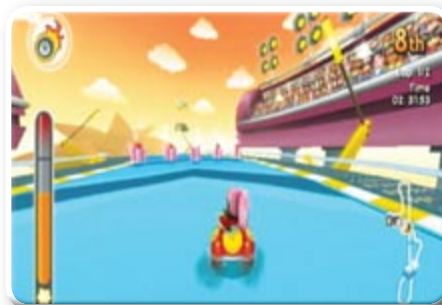
You now have a lot of speed. Zip through Power-ups and essences as you approach the final section of track.



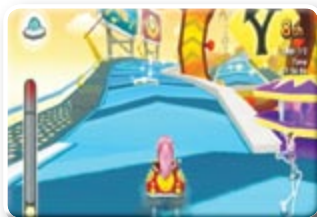
A fork lies ahead. When you see the yellow and orange circle, lean to your right. You may even want to slow down; you must drive over the red button. This activates a line of bumpers, narrowing the right path, but it also raises a ramp that can catapult you through the giant circle. It's a straight shot across the gap and through to the main track again if you hit that ramp.



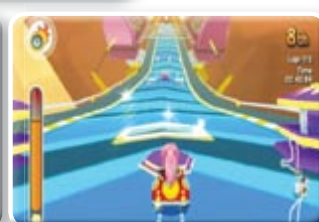
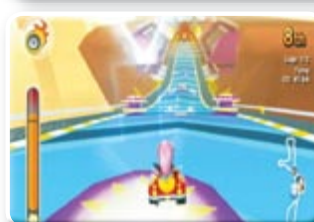
Blasting off the ramp jump, you'll have enough momentum to land on the far side, bowl the giant pins aside, and secure yet another boost pad to jack up your speed.



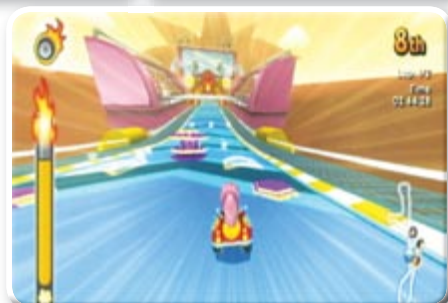
One final Power-up spot and some essences fuel you up for the run to the finish line. Don't hesitate to use your Power-up unless you have another lap to go.



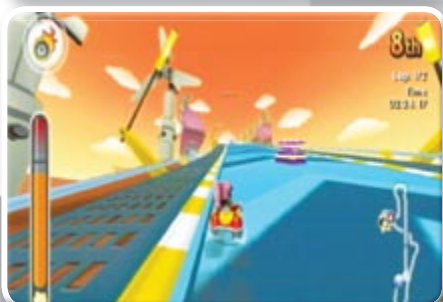
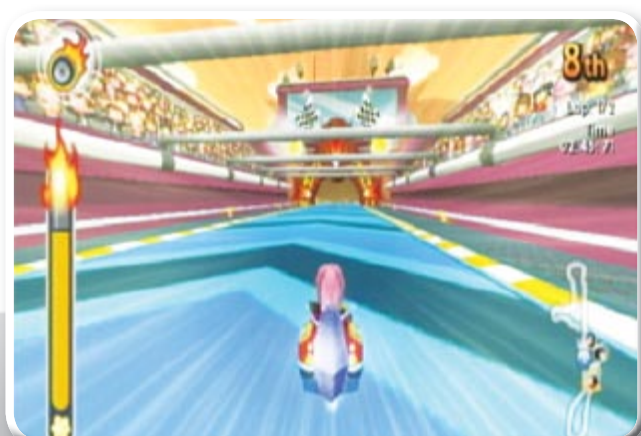
If you choose to skip the right fork with the ramp, go left on the longer, safer path. Hit the boost pad, collect essences, and leap back to the main track at about the same spot that the bowling pin boost pad spits you out.



In the final straightaway, tap the purple off button for a straight shot down the middle. Grab the first boost pad in the center and then angle out to one side or the other to get one of the recently exposed boost pads.

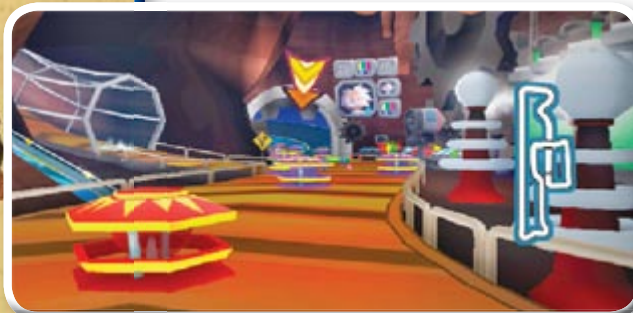
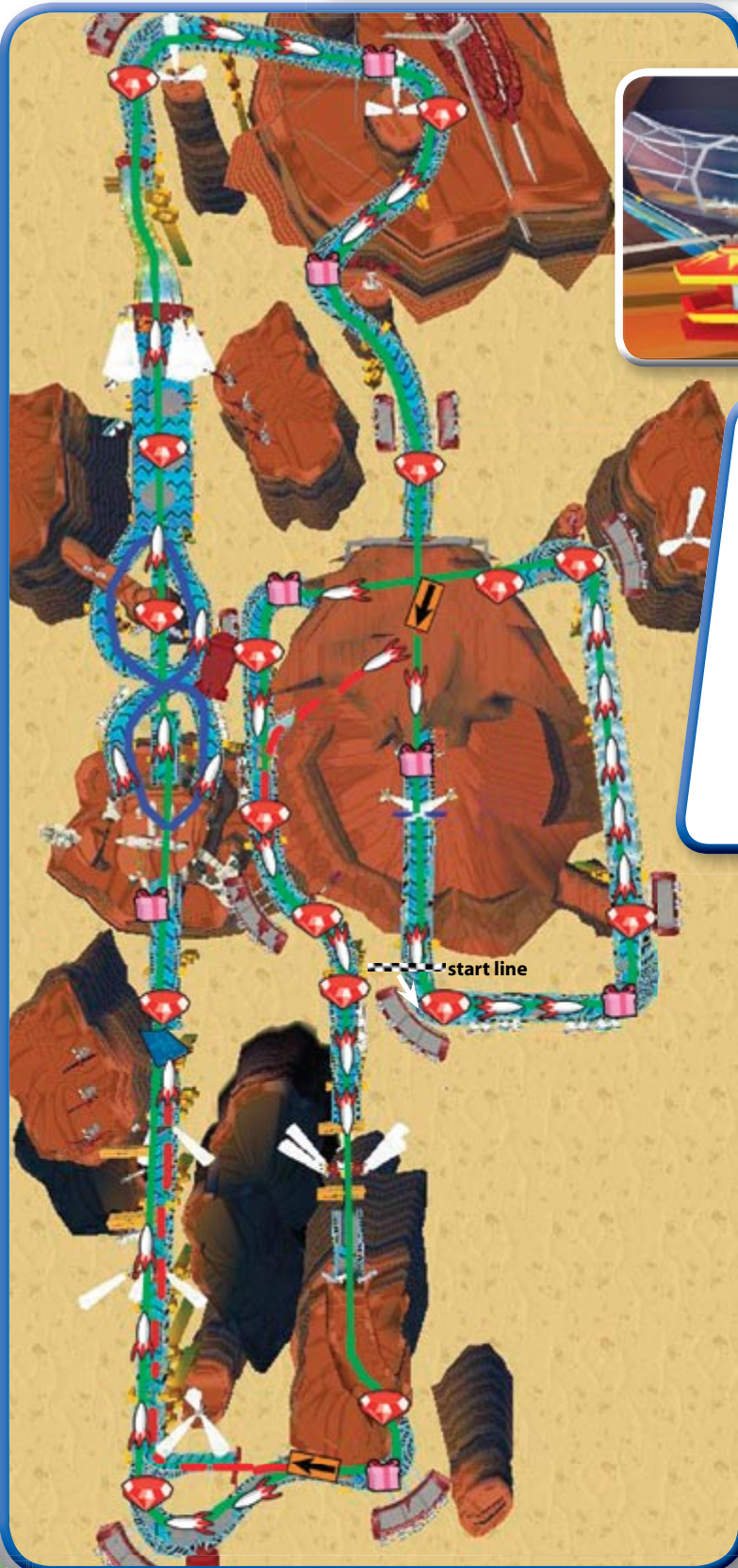


Soar by the purple bumpers as you near the final turn.



You should hit the finish near maximum velocity. Take a breather after a challenging race bumper to bumper with other drivers, but don't rest too long. The carnival atmosphere continues on the next track with an even crazier pinball track!

Dr. F's Daredevil Drive



- **Fastest Route**
- **Alternate Route**
- - - **Shortcut Route**
-  **Power-ups**
-  **Boost Pad**
-  **Essences**
-  **Hazard**
-  **Secret Blueprint**
-  **Shortcut**

Star Level: 4

Difficulty Level: Extreme

Championship Circuit: Ultimate Cup

Ideal Car: High Handling, High Weight

Secret Blueprint: Music Notes (Rear Accessory)

Description: Dr. F created a brother track to Pinball Canyon, and it's clogged with just as many bumpers, pitfalls, and boost pads to set your head spinning. Apply the same strategies to this pinball track as you did with Pinball Canyon: Disable bumpers with their "off" button, maximize shortcuts, stay on course even in the face of multiple boost pads, and deal with your opponents' Power-ups in the track's sometimes confined space.



A lightning start gets you moving along. Aim for the first red off button to shut down the red bumpers.

Blaze through the first boost pad and collect the essences beyond. Don't superboost unless other racers have disabled the bumpers ahead, or you're supremely confident in your swerving ability.



Shut down the green bumpers next. Alternatively, you can leave them up, slide through them, and leave the bumpers as obstacles for trailing riders.



Sling into the next long curve with the added speed from the boost pad and grab a Power-up and some essences.



As you descend through the caged area, weave in and out to pick up each of the boost pads. You'll reach maximum speed, without boosting, if you manage to glide over each one.



The last boost pad continues your momentum into the turn, where you can gather more essences.



When you enter the tunnel and see the big red button in the middle of the track, you have a decision to make: Stay on the main track or hit the button and head left into the shortcut.

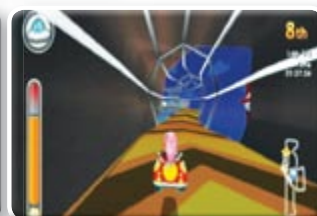
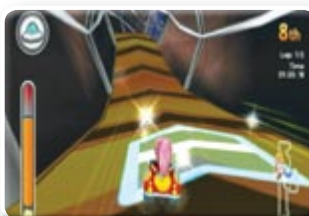
MySims Racing

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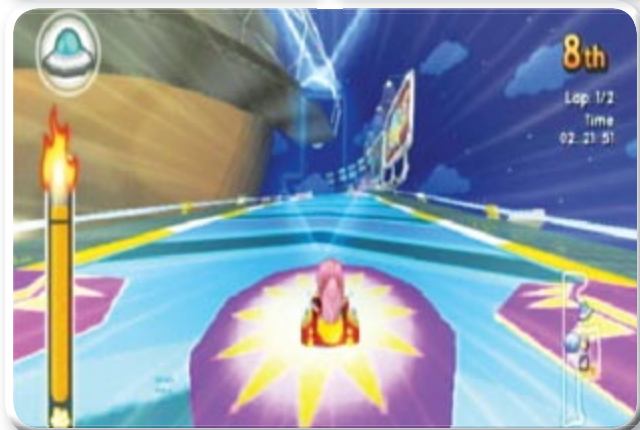
The shortcut definitely shaves time off the track, but it's not without risk. If you want to play it safe, continue straight and use the boost pad to zoom through the approaching Power-ups.



If you want to try the shortcut, brake near the red button. Run over the button and steer between the purple bumpers now that the red bumper has been deactivated.

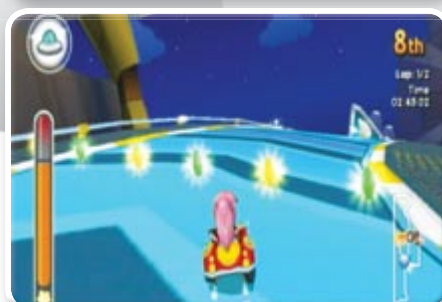


The shortcut does all the work for you. You don't have to steer. It dumps you back out on the main track, but not before you gain some more essences.



The main track loops around until you see the big purple button. Up ahead, the shortcut dumps out onto the track. Watch for merging traffic.

Continue to the boost pad ahead and zip through an essence pocket. As you approach the turn, swing out wide to line up for the next boost pad.





The boost pad on the outer edge propels you through essences. Stay to the middle to deactivate the purple bumpers.



Drive down the middle of the track to hit the boost pad ramp. So long as you stay centered and gather a good amount of speed, the jump will send you through the ring, over a long gap, and back down onto the straightaway leading into the mountain.

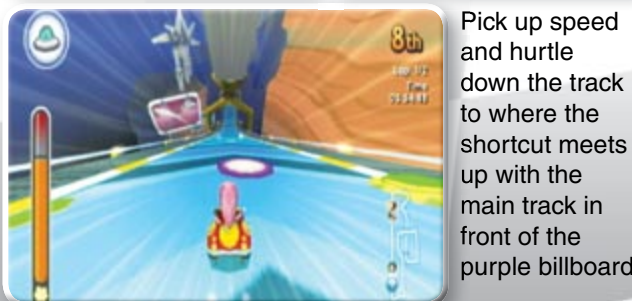
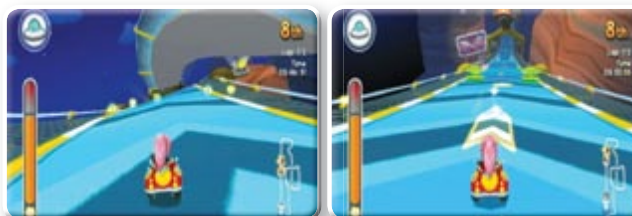


Exiting the mountain, sweep into the steep curve and collect essences and a Power-up.



When you spot the purple bumpers in front of the lighted ring, the track splits. You can go left on the main track or right over a jump and up to a higher shortcut.

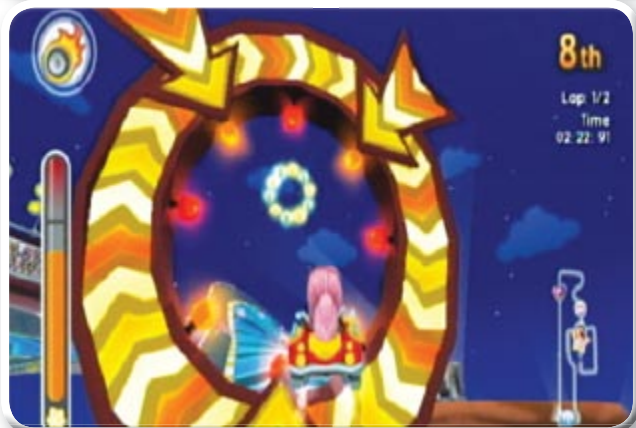
Staying on the main track is slightly longer; however, you gain the benefit of multiple boost pads. If you can access all the boost pads, the main track will beat the shortcut.



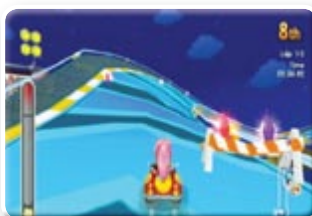
Pick up speed and hurtle down the track to where the shortcut meets up with the main track in front of the purple billboard.

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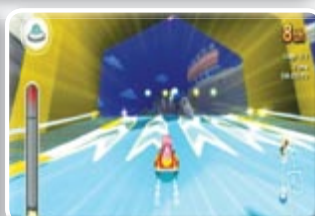
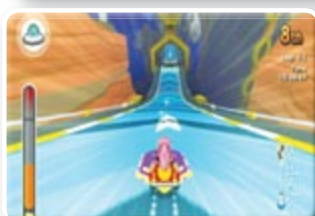
Want to take the shortcut instead of the main track? You must drive over the purple button to raise the ramp leading up to the ring. Boost to gain full height.



On the shortcut's upper track, avoid the barricade unless you want extra essences, and bank into the big turn.



Launch off the edge of the shortcut's upper track. Be sure to collect the track's secret blueprint along the way. You'll land back on the main track in front of the purple billboard sign.



From this point until the next ring far down the track, you want to stay straight as an arrow. Gather as much speed as you can, starting with the series of boost pads in front of you.



Boost as much as you can to make the long jump onto the straightaway.

Make sure you hit the purple button in the center of the track. If not, you'll bounce off the line of four purple bumpers ahead.



Next, clip the green button. This raises the ramp for the huge jump across the long gap. Pour on the speed. Otherwise, you'll have to take the side alternate routes, which are much slower than the straight path.



No matter what, you're going to crash through some hazards upon landing. Regain control with some braking or boosting, and line up the red button to drop the red bumpers so you can reach the next jump safely.

Land near the essences in the middle of the large room before the next ring. If you take the alternate route, either one will dump you out here eventually.



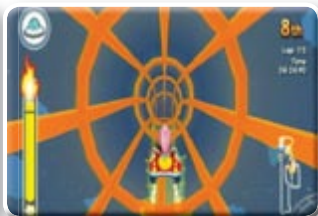
If you miss any of the later jumps or stay left or right instead of straight, you may end up on one of the alternate routes that snake down to the big room. These paths are much longer, though you can run through several boost pads to make up time.



Blow through the final boost pad on the alternate route, and grab some essences and a Power-up before landing in the big room.

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Use the big room's boost pad jump to float into the wire tube. It guides your car automatically (you can rest your fingers for a second!) to the main track below.



Control your landing and aim for the purple button. From here to the finish line, you have to disable a series of bumpers to get there unscathed. If you want to leave obstacles for the opponents trailing you, boost along the track edges and weave through bumpers when you see daylight. Obviously, keeping the bumpers up makes for a much more difficult passage.



In a race to the finish line, hit all the boost pads along the way and use whatever Power-ups you gain to slow your opponents. A pumpkin splat or bubble will really foul up trailers here.



Control your momentum through the track's final turns. You don't want to collide with a railing now.



Continue your high speed and keep depressing bumper buttons. If you're trailing other racers, don't count on the track to be clear. Hit the buttons yourself to ensure nothing suddenly pops up to block you.

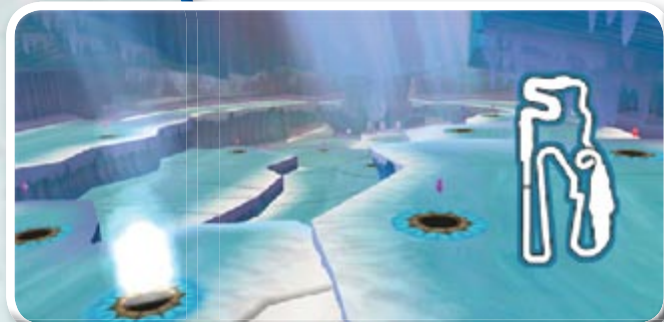


Disable the red bumpers heading into the final straightaway. Tap into the boost pads and all the rest of your F-Energy to hit maximum velocity.



One final Power-up and you're through the finish gate! Congratulations on surviving the Stunt Land tracks. If you've gone full tilt on this one, you're sure to be in the running for a high score.

Mount Shiverest



Star Level: 4

Difficulty Level: Extreme

Championship Circuit:

Circuit: Ultimate Cup

Ideal Car: High Handling

Secret Blueprint: Foghorn
(Horn)

Description: Feel the shiver down your back? It's probably not from the icy cold blanketing this track or your nerves at the starting block. It's probably from the anticipation of the death-defying maneuvers you'll have to pull off to conquer Mount Shiverest. Don't rely on speed. The vehicle that can handle the ice, take the turns, and navigate the underground caverns the best should come out on top. Oh yeah, and you need to learn how to dodge giant snowballs capable of crushing your car.

- **Fastest Route**
- **Alternate Route**
- - - **Shortcut Route**
-  **Power-ups**
-  **Boost Pad**
-  **Essences**
-  **Hazard**
-  **Secret Blueprint**
-  **Shortcut**

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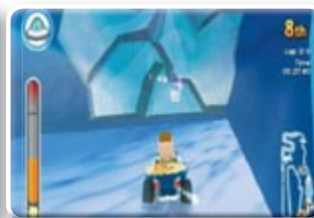
Roar out of the blocks with a lightning start and a leap into your first ice cavern.



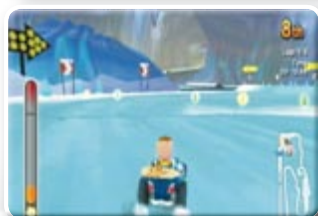
Large ice crystals serve as hazards throughout the track. You can shatter them for extra essences, though they will reduce your speed. Sometimes, that's a good thing if you take a turn with too much momentum.



Skate across the ice and collect a Power-up before you jump over the first crevice. Your priority is to make the crevice jumps. If you miss, you plummet into a bottomless pit and must restart nearby.



You may not want to crevice hop in the cavern. A shortcut bypasses the first two jumps. Stick to the right wall and look for a side path encased in ice.



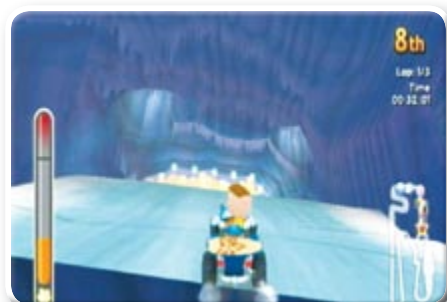
Drift through the next turn and pick up your first essences. Curve to the right and make a second leap over a crevice.



Smash through the ice and then cruise through the short passage. Pick up a Power-up and some essences inside. The shortcut drops you on the landing past the second jump point.



An even more daring shortcut saves you a ton of time, but at great risk. Push your car to full throttle at the start of the cavern and aim for the right side of the track, just after the right wall disappears and open ups into the large chamber filled with crevices. Boost off the right side and fly over the crevices to land on one of the far ice shelves. It's possible to hop off the first one and finally land on the farthest ice shelf that winds up and out of the chamber.



To escape the first ice cavern, jump over the final crevice and motor down to a Power-up.



Hug the right side of the track and enter the snow. A boost pad hides just around the corner. Blaze forward and dodge the giant snowballs that roll off the mountain side to your right. The snowballs roll slowly enough that if you watch closely ahead, you can time your boosts to slip by them unharmed.



If you miss the boost pad, swing out to the icy main track. It's a little slower than the straight line approach, but it does give you a little more time to spot the snowballs coming.



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The next section of the track does a full circle. Stay in tight to the inside and slide around the curve. You may shatter a few ice crystals as you sweep around.



The full circle brings you into the second ice cavern. Decide if you want extra speed or extra Power-ups; your paths are different depending on your choice.



Accelerate into the boost pad if you can and use its speed to rocket out of the ice cavern.



If you want extra Power-ups, head straight through the ice cavern.



There are only a few boost pads on the track, so most of the time you'll probably want to choose the extra speed. Stay to one side of the ice cavern and drive along the outer ledge.



It's an easier ride going through the middle of the cavern, rather than the narrow side ledges. You just don't benefit from the boost pad when you exit.

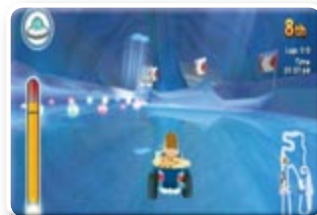
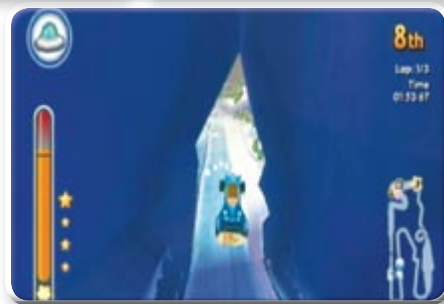




After exiting the second ice cavern, swing wide on the ice path and connect with the outside boost pad. Hit the far ramp with a lot of speed to reach the essences floating over the crevice.



After the dangerous turn, suck up more essences and then take the gigantic jump down to the bottom portion of the track. You will fall far enough to fill up your whole boost meter!



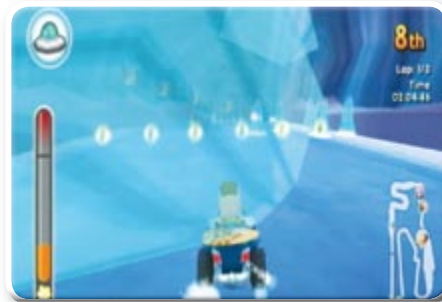
Strong winds blow your vehicle to the right on this stretch. Unless you want to end up stuck in a snowbank, boost through this whole area to reach the far tunnel.



In the third ice cavern, brake inside to slide left around the sharp turn. Pick up essences and use the boost pad ramp to exit the cavern.



Stick to the track's middle throughout the sharp next turn. There are no railings here; any excess speed or poor handling will throw you off into a bottomless pit.



Scoop up the track's last essences and head for the final boost pad ramp. These essences could be critical if you're low and need to outrace someone to the finish line.

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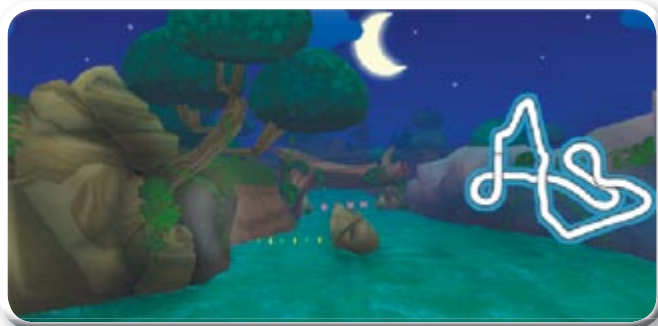
The final jump is a big, big one. Control your landing and boost the entire straightaway to cross the finish line. No doubt your red-hot driving skills have made much of the other racers; otherwise, there's always another mountain to climb.



Darkwood Falls

- **Fastest Route**
- **Alternate Route**
- - **Shortcut Route**
-  **Power-ups**
-  **Boost Pad**
-  **Essences**
-  **Hazard**
-  **Secret Blueprint**
-  **Shortcut**





Star Level: 4

Difficulty Level: High

Championship Circuit:
Ultimate Cup

Ideal Car: High Speed, High Handling

Secret Blueprint: Square Stars
(Taillights)

Description: Hope you have a kayak ready, or at least a car with a great Handling score. Even if you have the Surfboard rear accessory, it won't help you when a third of the race has you driving down a river, over rapids, and through a waterfall. You can try to speed through the drier sections of track, but then the forest gets in your way with its dark paths and pesky turns. Once you master Darkwood Falls, though, it's one of the wilder driving experiences the game has to offer.



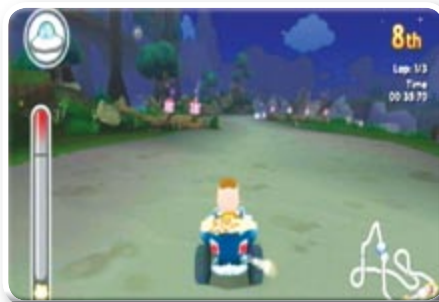
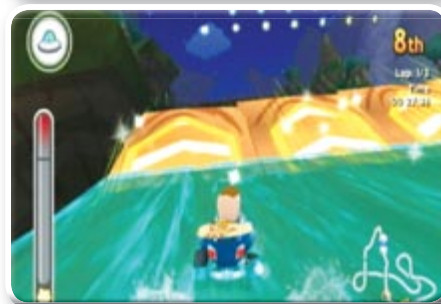
Shoot for a lightning start as the race begins. You only have a short tract of dry land before you strike water, and you want all the speed you can gather on land to propel you farther down the river.



You splash down into the river almost immediately. To control your movement in the current, continue to accelerate; otherwise, you drift with the current and can even get turned around. Boosting is even better for staying straight on track, though you won't have much F-Energy on your first lap. Stick left early to collect some of those crucial essences.



The current will carry you around the bend and through a line of Power-ups and then essences. Gather what you can, but don't swerve to get anything. It's difficult to control your car and your priority is staying on track for the boost pad ramp at the river's end. Avoid at all costs the river rocks, which can slow your momentum or cause collisions, as you rush downstream.



Boost off the ramp and out of the water. You'll land on dry land in a wide open section of the forest. Head for the downed tree at the far end. There are two Power-ups available if you risk jumping over the log on the left side. More essences float along the right side.

MySims Racing

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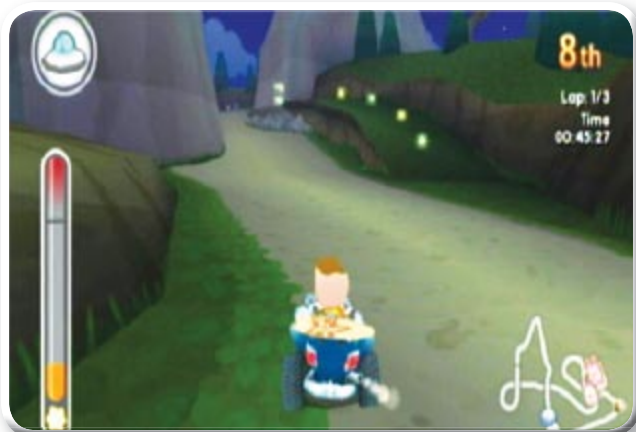
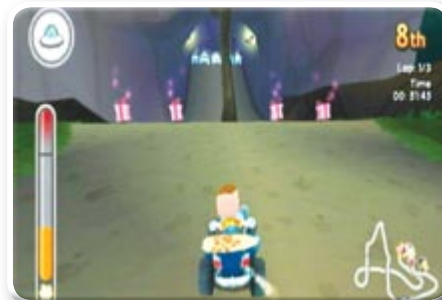


Drive into the fallen tree and scoop up whatever essences you can. This is a funnel for all traffic, so expect merging drivers and jostling.

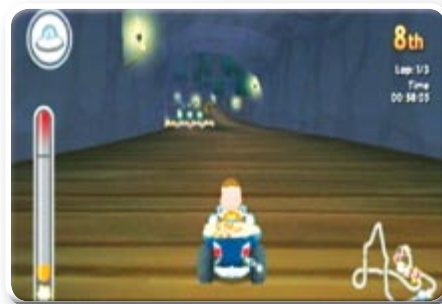
When you leap off the other side, brake quickly to nab one of the Power-ups on the side of the road.



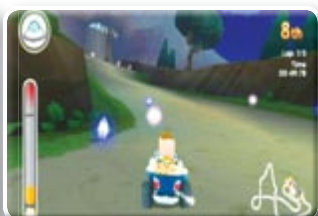
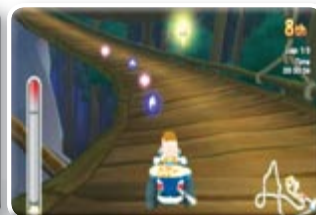
As the tunnel ahead looms, steer clear of the tree in the track's center and haul in a Power-up from either side. Consider using your Power-up in the tunnel if you have opponents around. It may cause them to go off course right before the ramp. Boost up the hill and hit the boost pad ramp with some speed.



The main track continues straight; however, there is an alternate route up the right side. Drive off-road up the hill and you can score some more essences. It's usually not worth the effort because the extra essences are offset by the off-road driving that slows down your vehicle.



You land on a wooden platform with a fork heading at you immediately. Left or right, the paths roughly mirror each other.



Bank left into the next turn. More essences increase your boost energy, which you'll want to use a little heading into the boost pad ramp ahead.

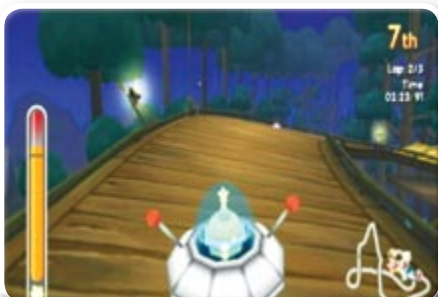
The left path is much more dangerous. First, you crash through a line of barricades, then you must make a jump over a gap in the road or restart. The path quickly rejoins the right side near the tunnel's end.



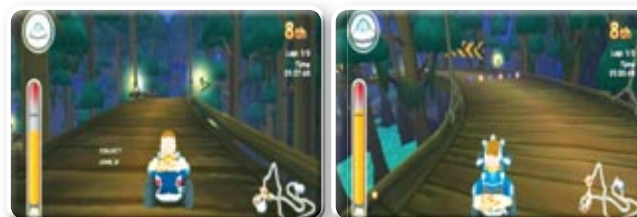


The safer (right) path swings you into the upcoming tunnel, where you're almost sure to snatch one of the Power-ups stretching across the exit mouth.

Just outside the tunnel, you'll have another decision to make: Stay on the main track to the left or head right into a shortcut. If you hitch a friendly lift with an alien spacecraft, the ride will be quicker if you stay left, but for the average car it takes a little bit longer than the shortcut route.



Outside the tunnel, stay to the right and curve off to the far right when you see the road sign signaling a split in the road. Collect more essences in the shortcut's long bend. Be careful! Most of the shortcut does not have sides to help corral an out-of-control car.



Leap off the end of the shortcut to claim the secret blueprint. Merge back onto the main track and get ready for another dunk in the river.



In the long curve leading into the second river swim, there's a line of four Power-ups along the left wall. If you hug the inner part of the turn, it's possible to collect all four while staying in your lane. You only net one to use, but prevent the other three from falling into opposing hands.

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Jet off the boost pad ramp and into the water. Go for a superboost if you can to throw you way down the river.



Around the first bend, pull in some essences, but not if it will take you off course.

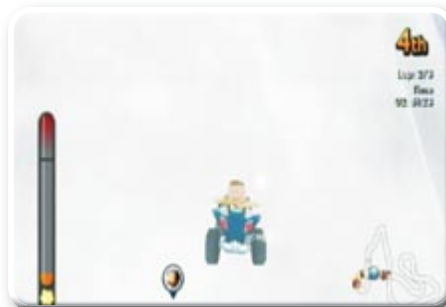


Avoiding the jagged rocks, stay to the right to gather more essences, then pocket a Power-up near the second rock outcropping.

Continue down the raging river. Another river rock splits the water, with essences on the left and a larger (and safer) spot on the right. If you have plenty of time to line up the shot, go left for the essences. If you're battling other racers for position, stay right and head for the boost pad ramp out of the river.



The boost pad ramp cannons you out of the river, through a mighty waterfall, and back down on dry track.



Stay to the right as you swing around the final major turn. Grab a Power-up and use it in the turn if you can. Watch out for rival attacks. A bubble at this juncture could ruin your chances in the race.



Out of the turn, boost toward the finish line with the aid of a handy boost pad in sight of the gate. It takes a while to get the hang of this track. Keep at it. With the right bit of speed and steering finesse, you will not fall in this race.

Crescendo Cruise



- **Fastest Route**
- **Alternate Route**
- - - **Shortcut Route**
-  **Power-ups**
-  **Boost Pad**
-  **Essences**
-  **Hazard**
-  **Secret Blueprint**
-  **Shortcut**



Star Level: 4

Difficulty Level: High

Championship Circuit: Ultimate Cup

Ideal Car: High Speed, High Handling

Secret Blueprint: Notes (Wheels)

Description: Will you hear the cacophony of fender benders and squealing tires, or the sweet hum of an engine in harmony with the road? The music-themed track has lots of pulse-pounding turns and heart-racing straightaways to enjoy. It also has its share of high-skill obstacles, such as the track shortcut and a couple narrow boost pads. Sounds like a good time to us.

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Do not begin with a lightning start on this track. It will send you careening out of control and off the track around the very first turn. Instead, accelerate slowly and stay to the left. Swing down and pick up the single Power-up between the posts if you can.



The next sharp turn has rails, so you can speed up safely with a barrier if you get bounced to the edge of the track. Pull in essences in the turn.

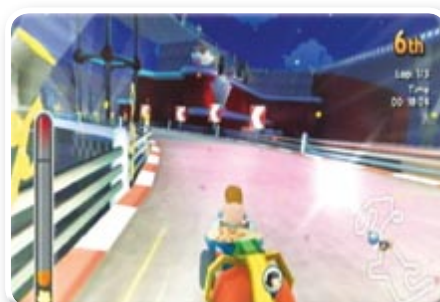


At several points on this track, the railing disappears, meaning you could fall off the track for a restart. Only jostle for position



when you know you have railings to protect you.

The first boost pad sends you blazing toward the second boost pad. You want to hit them in succession, but the second boost pad is surrounded by four metal posts. Precise driving will fly you through the posts and over the boost pad. Otherwise, stay wide and avoid a collision.



Staying on the main track (you pass the shortcut access on your left), blaze down the track and collect a Power-up before the drop off to the lower track level.



On the lower track, wiggle through the sharp first turn and fuel up with some essences and a Power-up.



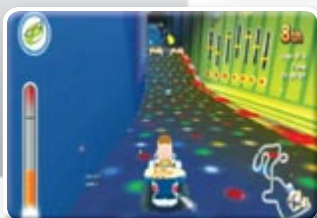
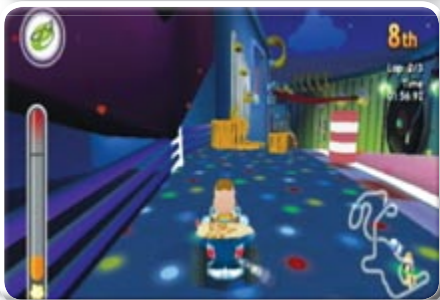
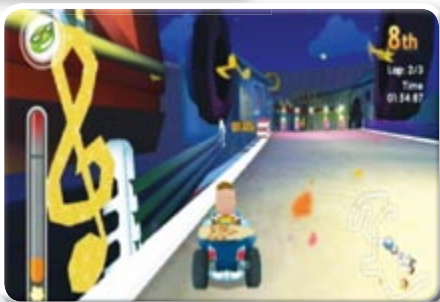
The road widens heading into the lower track's second turn. Take advantage and crank up your speed to pass opponents.



The next set of boost pads amplifies your speed and can get you back into the race or push your lead farther. The turn shown here is also where the earlier shortcut dumps you out.

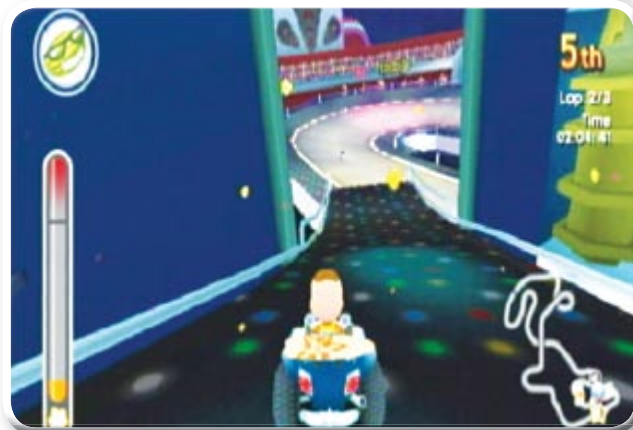


If you want to take the shortcut earlier on the track, stick to the left after the second boost pad. Depending on how confident you are in your steering, you may want to skip the boost pad to make the shortcut access ramp. Zip down the side ramp and smash through any crates that block your path.



At the bottom of the ramp, jump off the edge and over to the next section of the shortcut. If you miss the jump, you drop down to the lower track.

Almost immediately after landing on the shortcut's second section, jump again to the third section. You'll be showered with fireworks as you jump toward the third section.



Boost down the shortcut's final ramp and jump down to the main track below. It cuts off a lot of zigs and zags, so use the shortcut if you can. You can also secure the secret blueprint on the final jump from the shortcut's ramp.



Gain a Power-up just before you reach the keyboard and then some more essences in the following turn.



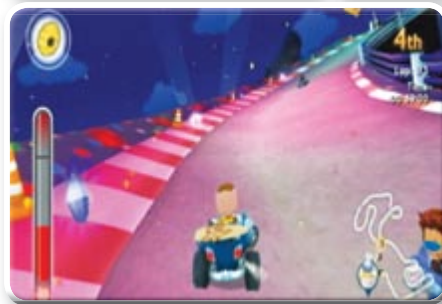
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The straightaway beyond the keyboard looks innocent enough. However, the horns on the left side will blast powerful notes that will blow you hard to the right.

The best defense against the musical onrush is to stay far left and let the notes blast you back toward the middle. You can also superboost through it to minimize the impact. Crates line the track's edge just after the horn section, which will cause you grief if you allow the horns to knock you to the edge.



Gear up for the next right turn. You can accelerate into it because it has a wide berth. Of course, be on alert for opposing Power-ups and jostling.



Bank hard left at the green ice cream soda sign, then boost for the boost pad ramp in the distance.



Amidst a shower of sparks, leap over the gap and land inside the mouth of the towering creature. Control your landing to make the next turn.

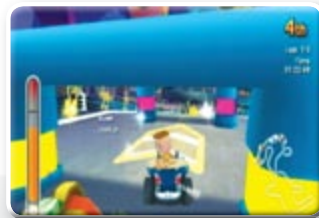


Slow down as you head into the full-circle turn marked by giant speakers. The turn has no railings, and your previous high speeds may be too much for the very sharp turn.



Exit out of the turn and net a Power-up. If this is the last lap, use the Power-up soon.

The final boost pad is another tricky one. It's surrounded by four posts, even wider than the earlier, challenging boost pad. It takes precise focus to split the posts and nail that pad.



If you get the boost pad, trigger whatever F-Energy you have left to superboost to the finish line. Like a great conductor, if you've orchestrated your course moves perfectly, the crowd's cheers at the finish will be music to your ears.

Nintendo DS Driving School

Speedville has a lot of fine racers, and you could be one of them once you learn the basics and polish your skills. Sure, it's fun to race out onto your first track and go full throttle, and you might win a race or two, but you should put some time into Driving School to become a champion. So before you rev the engine and take to the tarmac, the following pages present everything you need to know to master each race track, upgrade standard cars into tournament racers, unlock all the game's secrets, and perfect your driving talents.



Racers, enter Story Mode. As you talk to characters, they will ask you to complete various favors. A favor might be to drive the character to another location or collect items they may have lost in the street. Complete a favor and you earn essence coins and may unlock blueprints. You can then spend essences to buy Performance and Styling Upgrades for your car. Follow the storyline to grow the city and open up more areas to explore.

In Multiplayer Mode, up to four human players can race against each other. Tired of motoring past Chaz or Morcubus? Gather your friends for some excitement on your favorite tracks.

Speedville

In Story Mode, you begin in the town of Speedville. You can drive around and talk to any of the many characters that arrive. As you complete favors and beat Rivals, you build a better car and earn more street cred. The more races you win, the more stars you gain. Gaining stars opens up new tracks and map areas to explore. There are even more characters and Rivals in these other locations.



Game Modes

There are three basic gameplay modes: Arcade, Story, and Multiplayer. In Arcade Mode, you jump right into the action by choosing a track to start racing. Keep in mind, though, that to visit a track in Arcade Mode, you must first unlock that track in Story Mode.



If you want to become involved in the story of Speedville and interact with all the game's Friends and Rival

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At any time, you can enter the Garage by driving back to the Main Town and into the bay. Check how much you have to spend on upgrades, and if you need to take on more favors to earn more essence of a certain color. Once you've decided what to buy, click on the appropriate item and upgrade your vehicle. That's all there is to it!



Garage

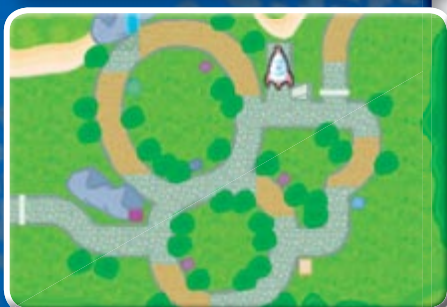
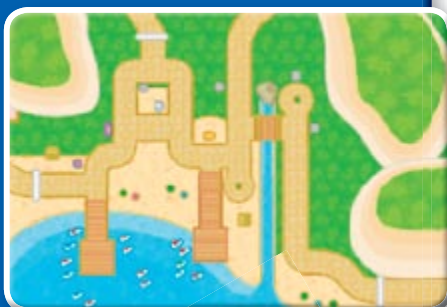


Ol' Gabby maintains your Garage. He'll take care of you whenever you desire a performance or style change. In the workshop, you can improve your car with Performance Upgrades, Styling Upgrades, or a new look at the Paint Shop. Styling upgrades that you buy with essences can modify your chassis, ornament, tires, rear accessory, and

more. The Paint Shop can change your car appearances, though it doesn't cost any essence to use.

Speedville Maps

You begin your racing career in the Town area. Soon enough, your travels take you to the Beach, and eventually the Forest. Here are some handy street maps to help you find your destinations.



While the Garage soups up your car, don't forget to visit your House once in a while. Here you can style your hair, clothes, and all-around driving attitude.

Tip

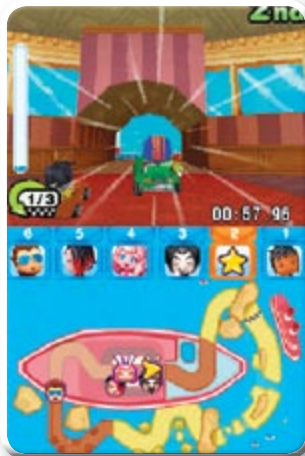
Whenever you gain a new blueprint, head back to the Garage to review its potential. Some blueprints will give you parts that are less valuable than what you already own. You don't have to build those, but others will be an improvement to your car's stats, and you don't want to go on your next favor or race without upgrading. Some Performance Upgrades may raise some scores while lowering others. It depends on your style of play, the track conditions, and on whether or not you want to install an item. For a complete breakdown on all the Performance Upgrades, see the next chapter.



Basic Movement

Early in your career perfect your skills on your first several favors. Tracks only get harder as you continue through the game, so it's best to make mistakes early and eliminate them later.

Accelerate



The Accelerate button increases your top speed, which zips you along. It's important to know when to accelerate fully, such as out of the starting blocks, after a collision, or on long straightaways to make up time. You also might want to accelerate into or out of turns to control which side of the track you end up on.

Caution

Do not hold the Accelerate button down at all times. That's a bad habit to get into. Sometimes you need to brake to avoid accidents, and accelerating full out through big curves will only cause your car to crash eventually.

Boost

You fill up your boost meter by powersliding through turns, or you can get a sudden boost by using the Pop Bottle Power-up. If you have boost energy in reserve, trigger the Boost button to add a little turbo power to your acceleration. Boost only lasts for a few seconds as it drains away the F-Energy in your boost meter. Be sure to refuel by drifting through more turns.

If you use a speed boost, either with normal F-energy or the Pop Bottle Power-up, you won't slow down while racing over grass or other off-road surfaces.



Drift into most turns to fill up on boost energy. The only time you shouldn't drift is if you're afraid you might spin out with too much momentum.

Tip

Brake

The Brake button is handy when you want to reduce your speed going into turns or to avoid other cars. Even if you aren't dodging a collision, braking can give your car better handling on the road, allowing you to dance through hazards unscathed or make sharp turns when necessary. Hold the Brake button down to come to a complete stop, and eventually you'll drive backward.



Tap the brakes to avoid collisions with other racers. Sometimes using the brakes is the smart play as you let the pack fight it out just ahead of you while you gain the freedom to collect Power-ups or cruise over boost pads.

Tip

Drift

As you begin to skid around a turn, hold the **R** button to drift. Not only does drifting power up your boost meter, it also gives your vehicle greater handling in the turn. You should employ drifting on any long turn.



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Steer

The most important task on the road is probably steering. Moving left or right determines how you navigate the courses, and your steering skills will be tested on some of the hairpin turns and windy roads on the tracks.

Jump



Press the Hop button to leap over obstacles. At higher speeds you remain airborne longer, so practice your timing to gauge the distance of your car's jumps. Many times the courses will have ramps to propel you over obstacles where a small jump won't suffice.



Jostling

The art of smashing into other cars is a difficult science. Your car's Weight score plays an important factor in the final outcome: The greater your car's weight, the more power you'll have to knock other cars around and the quicker you'll recover from a spinout. Jostling also gives you an instant boost, and you get to collect essence coins. That

said, it's a dangerous sport to pursue. Unless your car is built for bruising, you run the risk of coming to a dead stop and ruining your chances for a great race time.



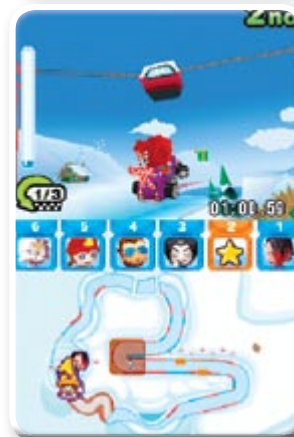
Look Behind

The Look Behind button allows you a glance over your shoulder at whatever's behind you. It's great for using Power-ups against opponents in the rear or for that quick peek at the competition trying to overtake you.



Stunts

As you adventure, you will uncover stunt parks around town. These stunt parks are filled with ramps, half pipes, bridges, water, rollercoaster tracks, and much more. To perform stunts on these obstacles, hold the Stunt button while in mid-air and press the control pad. Up, down, left, or right will flip and rotate your car for some spectacular spins. Once you've mastered tricks in the stunt parks, try doing them on the race course. There are many opportunities on all tracks, and it will give you a free instant boost.



Hazards



Very few tracks are free and clear of obstacles. Whether you're blazing past a lighthouse or around a ski center, you will encounter hazards of all kinds. Common hazards include pylons, walls, barricades, and bottomless pits—and that's not including the other race cars speeding around you. To survive unscathed, you'll need busy hands and sharp eyes.



Spinouts and Collisions

A spinout may occur when you take a glancing blow from another car, clip an obstacle, or run into a Power-up (such as the pumpkin goo). Collisions happen when you hit something square on, such as another car at high speeds, a barricade or wall, or a Power-up (the tree from the Seed Thrower). You can accelerate from a spinout right away, making it a little less crippling than the collision, which takes you a few seconds to recover from first before you can accelerate.



Power-ups

There's a whole chapter on the various Power-ups later in the book. Generally, you want to collect Power-ups at every opportunity to give you an advantage over opponents. Power-ups are random, though weighted by the position you currently hold in the race; if you're in the lead, for example, you won't be given the UFO Power-up or the Pop Bottle, while those trailing may gain those or another Power-up to catch them back up in the race. Strategically drop Power-ups to hamper your opponents at key junctions of the race, such as in front of boost pads or where a lane narrows.



Essence Coins

Essence coins serve as currency to buy your upgrades. You earn essence coins after completing favors, which you turn in to purchase upgrades. On the tracks, you can collect essence coins through hidden Green Essence Boxes. It's always a good idea to collect essences to spend on whatever upgrades you can afford after the race.

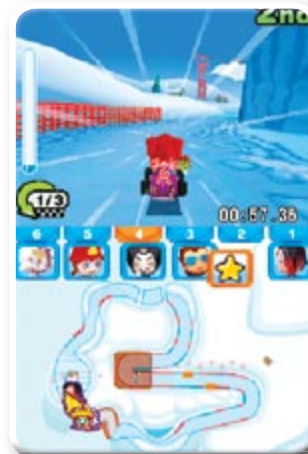


Driving Styles

Of course, everyone has a flair they bring to driving. Whatever works for you is the best course of action to pursue. However, there are generally three types of cars that excel on the tracks—speedy, maneuverable, and bruiser.

Speedy

Speedy cars tend to have a high Top Speed value, the number one factor when choosing to play a speedy game. You'll also want to invest in Acceleration to get up to Top Speed even faster. With speedy cars, you concentrate on getting off to a lightning start and leaving the other racers in the dust for the rest of the race. You must hit all your boost pads on straightaways. You don't want to jostle with other cars; your weight will be low and you'll get knocked around easily.



Maneuverable

A maneuverable car is generally a car with good speed and traction. Maneuverable cars can attempt the same things as speedy cars—hit your boost pads, and avoid too much jostling—but where they may not overtake a speedy car on a straightaway, the maneuverable car avoids hazards better, handles turns with precision, and can make a split-second direction change a thing of beauty.



Bruiser



Bruisers are vehicles that rely on a high Weight value. They love to jostle at the start of the race and shove lighter cars out of their way. A bruiser has great durability; generally, it will win the match of a collision with another vehicle. Even if it doesn't, its good Weight rating allows it to recover quickly. It does not have the



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same speed as other vehicles, so you don't want to stop often or you have little hope of catching speedier cars. On tracks where tight quarters are the norm, or tracks that have underground sections, the bruiser can battle through the course as well as any car.

Favors

To earn essence coins and to unlock various tracks, you need to talk to the characters of Speedville. Depending on where you are in the storyline, a group of characters

will appear throughout the town (you see their heads on the map). Drive over to each one and start a conversation. Follow the instructions to complete the favor. The three basic favor types are Taxi, Collection, and Stunt. A Taxi favor means you have to chauffeur a character from one place to another. In a Collection favor, the character has lost some items, and you must drive around the area and collect them. You collect items by driving through them, and sometimes you have a time limit to return the items to their owner. In a Stunt favor, you must find the hidden trophy cups around the stunt park, which usually involves performing death-defying tricks.

For the complete rundown on all the favors in the game, check out the following chart on the next few pages:

Taxi Favor

Collectible Favor

Stunt Challenge

Star Level	Sim	Sim Location	Favor Type	Time Limit (seconds)	Green (Mighty)	Red (Speedy)	Blue (Frisky)	Pink (Cute)	Orange (Fun)	Purple (Spooky)	Reward Blueprint
0	Sir Charles	Town	Taxi	--							
0	Ol' Gabby	Town	Taxi	--							
0	Ol' Gabby	Town	Taxi	--							
0	Ol' Gabby	Town	Taxi	--	20	40					
0	Buddy the Bellhop	Town	Taxi	20				5	10		Luggage
0	Chef Gino	Town	Taxi	--				5	5	5	
0	Chef Gino	Town	Collect	60				10	10	10	
0	Fire Chief Ginny	Town	Taxi	25	10	20	30				Hose reel
0	Fire Chief Ginny	Town	Collect	--	20	40	60				
0	Beebee	Town	Taxi	--		10	30				Bunny ears
0	Mayor Rosalyn	Town	Taxi	--				5	5	5	
0	Morculus	Town	Taxi	--	30	10					
0	Madame Zoe	Town	Taxi	--				5	5	5	
1	Sir Charles	Town	Taxi	--							
1	Sir Charles	Town Stunt Park	Stunt	--				25	25	25	
1	Sir Charles	Town Stunt Park	Stunt	--				25	25	25	
1	Sir Charles	Town Stunt Park	Stunt	--				25	25	25	
1	Sir Charles	Beach	Taxi	--							
1	Sir Charles	Beach Stunt Park	Stunt	--				25	25	25	
1	Sir Charles	Beach Stunt Park	Stunt	--				25	25	25	
1	Sir Charles	Beach Stunt Park	Stunt	--				25	25	25	
1	Mayor Rosalyn	Town	Collect	--				10	10	10	
1	DJ Candy	Town	Taxi	60		10	20				Keyboard
1	Sir Vincent	Beach	Taxi	20					5	10	Bone
1	Roxie Road	Beach	Taxi	--	10		40				Antennas
1	Gertrude	Beach	Taxi	--				5	5	5	
1	Dr. F	Beach	Taxi	--	20	20					Rocket
1	Chaz McFreely	Town	Taxi	40	20	20					
1	Buddy the Bellhop	Town	Collect	--				10	20		
1	Ol' Gabby	Town	Taxi	--	40	80					Cap
1	Ol' Gabby	Town	Collect	--					50	25	
1	Morculus	Town	Taxi	60	60	20					

Star Level	Sim	Sim Location	Favor Type	Time Limit (seconds)	Green (Mighty)	Red (Speedy)	Blue (Frisky)	Pink (Cute)	Orange (Fun)	Purple (Spooky)	Reward Blueprint
1	Grandma Ruthie	Town	Taxi	--				5	5	5	Candy canes
1	Roger	Town	Taxi	--					5	10	Dumbbells
1	Madame Zoe	Beach	Taxi	--				10	10	10	Crystal ball
2	Sir Charles	Town	Taxi	--							
2	Sir Charles	Town Stunt Park	Stunt	--				50	50	50	
2	Sir Charles	Town Stunt Park	Stunt	--				50	50	50	
2	Sir Charles	Town Stunt Park	Stunt	--				50	50	50	
2	Sir Charles	Beach	Taxi	--							
2	Sir Charles	Beach Stunt Park	Stunt	--				50	50	50	
2	Sir Charles	Beach Stunt Park	Stunt	--				50	50	50	
2	Sir Charles	Beach Stunt Park	Stunt	--				50	50	50	
2	Poppy	Forest	Taxi	--				15			Daisies
2	Goth Boy	Forest	Collect	--	20	20					Bat wings
2	Mel the Mummy	Forest	Taxi	--					5	10	Flashlight
2	Makoto	Forest	Taxi	--				5	5	5	Checkered parasol
2	Chef Gino	Town	Taxi	--				15	15	15	Pizzas
2	Dr. F	Forest	Taxi	--	40	40					Jet engines
2	Mayor Rosalyn	Beach	Taxi	60				15	15	15	Megaphone
2	DJ Candy	Beach	Collect	50		20	40				CDs
2	Roxie Road	Forest	Taxi	--	20		80				Ice cream cone
2	Gertrude	Beach	Taxi	--				10	10	10	
2	Chaz McFreely	Beach	Taxi	30	40	40					
2	Buddy the Bellhop	Town	Collect	55				15	30		
2	Ginny	Town	Taxi	--	30	60	90				Fire Chief Ginny's
2	Beebee	Town	Taxi	--		20	60				Beebee's
2	Morcubus	Beach	Taxi	--	90	30					
2	Shirley	Town	Taxi	--				5	5	5	
2	Sir Vincent	Forest	Taxi	100					10	20	
2	Madame Zoe	Forest	Taxi	--				15	15	15	
3	Sir Charles	Town	Taxi	--							
3	Sir Charles	Town Stunt Park	Stunt	--				100	100	100	
3	Sir Charles	Town Stunt Park	Stunt	--				100	100	100	
3	Sir Charles	Town Stunt Park	Stunt	--				100	100	100	
3	Sir Charles	Beach	Taxi	--							
3	Sir Charles	Beach Stunt Park	Stunt	--				100	100	100	
3	Sir Charles	Beach Stunt Park	Stunt	--				100	100	100	
3	Sir Charles	Beach Stunt Park	Stunt	--				100	100	100	
3	Goth Boy	Forest	Taxi	--	40	40					Goth Boy's
3	Mel the Mummy	Forest	Taxi	--					10	20	
3	Makoto	Forest	Taxi	25				10	10	10	
3	Gertrude	Town	Collect	--				15	15	15	Wings
3	Mayor Rosalyn	Forest	Taxi	50				20	20	20	
3	Dr. F	Town	Taxi	40	60	60					Nitro booster
3	DJ Candy	Town	Taxi	--		30	60				DJ Candy's
3	Buddy the Bellhop	Town	Collect	--				20	40		
3	Chaz McFreely	Forest	Taxi	45	60	60					Surfboard
3	Roxie Road	Town	Taxi	--	30		120				Bee wings



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Taxi Favor

Collectible Favor

Stunt Challenge

Star Level	Sim	Sim Location	Favor Type	Time Limit (seconds)	Green (Mighty)	Red (Speedy)	Blue (Frisky)	Pink (Cute)	Orange (Fun)	Purple (Spooky)	Reward Blueprint
3	Fire Chief Ginny	Beach	Taxi	45	40	80	120				Firefighter
3	Chef Gino	Town	Collect	--				20	20	20	
3	Morculus	Town	Taxi	--	120	40					Horns
3	Poppy	Forest	Taxi	--				30			Flowery parasol
3	Shirley	Beach	Taxi	--				10	10	10	Hair dryer
3	Sir Vincent	Forest	Taxi	--					15	30	
3	Madame Zoe	Beach	Taxi	--				20	20	20	
4	Sir Charles	Town	Taxi	--							
4	Sir Charles	Town Stunt Park	Stunt	600				200	200	200	
4	Sir Charles	Beach	Taxi	--							
4	Sir Charles	Beach Stunt Park	Stunt	600				200	200	200	
4	Mel the Mummy	Forest	Taxi	--					15	30	
4	Chaz McFreely	Town	Taxi	--	80	80					F1 wing
4	Makoto	Forest	Taxi	--				15	15	15	Robot head
4	Dr. F	Beach	Taxi	90	80	80					
4	DJ Candy	Beach	Collect	--		40	80				
4	Mel the Mummy	Beach	Taxi	--					20	40	Pharaoh
4	Gertrude	Town	Taxi	--				20	20	20	
4	Fire Chief Ginny	Forest	Taxi	--	50	100	150				Fire Chief Ginny's
4	Chef Gino	Town	Collect	--				25	25	25	Chef
4	Roxie Road	Forest	Collect	--	40		160				Roxie Road's
4	Beebee	Town	Collect	70		30	90				Carrot
4	Morculus	Town	Taxi	--	150	50					Morculus's
4	Poppy	Town	Taxi	50				45			Flower basket
4	Grandma Ruthie	Town	Taxi	--				10	10	10	Cookies
4	Roger	Town	Taxi	45					10	20	
4	Shirley	Beach	Collect	--				15	15	15	
4	Sir Vincent	Forest	Collect	--					20	40	
5	Madame Zoe	Town	Collect	--				25	25	25	
5	Mayor Rosalyn	Town	Collect	70				25	25	25	Checkered flags
5	Makoto	Beach	Collect	65				20	20	20	Circuit board
5	Makoto	Snow	Taxi	--				25	25	25	
5	Dr. F	Town	Taxi	--					25	50	Dr. F's
5	Gertrude	Beach	Taxi	--				25	25	25	
5	Mel the Mummy	Forest	Taxi	--					25	50	
5	Fire Chief Ginny	Forest	Taxi	--				60	30		
5	Chef Gino	Town	Taxi	--				30	30	30	
5	Roxie Road	Town	Taxi	--				50	25		
5	Morculus	Forest	Taxi	--						90	Rose
5	Sir Vincent	Beach	Taxi	--					25	50	
5	Poppy	Forest	Collect	--				60			
5	Grandma Ruthie	Forest	Taxi	--				15	15	15	
5	Roger	Town	Taxi	--					15	30	Big flag
5	Roger	Town	Collect	--					20	40	Checkered flag
5	Shirley	Forest	Taxi	45				20	20	20	
5	Mel the Mummy	Forest	Collect	--					30	60	

Star Level	Sim	Sim Location	Favor Type	Time Limit (seconds)	Green (Mighty)	Red (Speedy)	Blue (Frisky)	Pink (Cute)	Orange (Fun)	Purple (Spooky)	Reward Blueprint
5	Makoto	Beach	Taxi	--				30	30	30	
6	Sir Charles	Town	Taxi	--				50	50	50	
6	Sir Charles	Town Stunt Park	Stunt	600				200	200	200	
6	Sir Charles	Beach	Taxi	--				50	50	50	
6	Sir Charles	Beach Stunt Park	Stunt	600				200	200	200	
6	Beebee	Town	Taxi	--				75			
6	Beebee	Town	Collect	--				75			
6	Buddy the Bellhop	Town	Taxi	--				25	50		
6	Buddy the Bellhop	Town	Collect	--				25	50		
6	Chaz McFreely	Beach	Taxi	--				25	25	25	
6	Chaz McFreely	Beach	Collect	60				25	25	25	
6	DJ Candy	Beach	Collect	--				50	25		
6	DJ Candy	Beach	Taxi	70				50	25		
6	Dr. F	Forest	Taxi	45					25	50	
6	Dr. F	Forest	Collect	--					25	50	
6	Gertrude	Town	Collect	--				25	25	25	
6	Gertrude	Town	Taxi	45				25	25	25	
6	Fire Chief Ginny	Town	Taxi	--				50	25		
6	Fire Chief Ginny	Town	Collect	--				50	25		
6	Chef Gino	Town	Collect	40				25	25	25	
6	Chef Gino	Town	Taxi	--				25	25	25	
6	Goth Boy	Forest	Taxi	--						75	
6	Goth Boy	Forest	Collect	--						75	
6	Grandma Ruthie	Town	Collect	--				25	25	25	
6	Grandma Ruthie	Town	Taxi	--				25	25	25	
6	Makoto	Forest	Taxi	--				25	25	25	
6	Makoto	Forest	Collect	--				25	25	25	
6	Mayor Rosalyn	Town	Collect	55				25	25	25	
6	Mayor Rosalyn	Town	Taxi	--				25	25	25	
6	Morcubus	Forest	Taxi	45						75	
6	Morcubus	Forest	Collect	--						75	
6	Mel the Mummy	Forest	Collect	--					25	50	
6	Mel the Mummy	Forest	Taxi	--					25	50	
6	Ol' Gabby	Town	Taxi	45					50	25	
6	Ol' Gabby	Town	Collect	--					50	25	
6	Poppy	Forest	Collect	--				75			
6	Poppy	Forest	Taxi	--				75			
6	Roger	Beach	Taxi	55					25	50	
6	Roger	Beach	Collect	--					25	50	
6	Roxie Road	Beach	Collect	--				50	25		
6	Roxie Road	Beach	Taxi	--				50	25		
6	Shirley	Beach	Taxi	100				25	25	25	
6	Shirley	Beach	Collect	--				25	25	25	
6	Sir Vincent	Forest	Collect	--					25	50	
6	Sir Vincent	Forest	Taxi	--					25	50	
6	Madame Zoe	Beach	Taxi	--				25	25	25	
6	Madame Zoe	Beach	Collect	--				25	25	25	

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Repeatable Favors

There are also loads of repeatable favors (star level 6), which you can only access after completing all normal favors. You can either get more essence coins or a few special blueprints. Here is the list of potential rewards:

Rewards	Pink Essence Coins	Orange Essence Coins	Purple Essence Coins
Spider	20	30	30
Bell	10	40	0
Bunny nose	10	10	0
Spoiler	10	50	0
Plain flags	20	30	30
Rainbow	10	30	30
Mask	10	50	0
Skull	0	0	30
Candy	10	40	0
Lifesaver	20	0	50
Lobster	0	0	0
Pizza	10	50	0
Radar dish	10	10	0
Towing hook	10	20	20
Butterfly	20	0	50
Judge's gavel	20	0	50
Swirly parasol	10	10	10
Starry parasol	10	10	10
Rad spoiler	10	10	10
Flamingo	10	10	10
Stone head	0	0	0
Performance Chassis	10	10	10
Gothboy's Chassis	10	10	10
Beebee's Wheels	10	10	10
DJ Candy's Wheels	10	10	10
Dr. F's Wheels	10	10	10
Performance Wheels	10	10	10
Morculus's Wheels	10	10	10
Roxie's Wheels	10	10	10
Pirate	20	20	20
Sheriff	20	20	20

Tracks

Your driving skills will only take you so far if you play each course the same. You have to learn the nuances of each track, every turn and hazard, to really drive like a champ. Even so, there are some basic tenets that apply to all tracks.

Starting Line

When they place you in front of the checkered starting line, get ready. In most races, you want to shoot for a lightning start. The countdown will begin, and when the gems on your screen turn green, accelerate. Nail the green and you get a boost out of the starting blocks, called a "lightning start."



Turns

The most important part of the race track is the turns. If you can't manage turns, your car will end up in the ditch and lose critical seconds from your race time. All races have some time component, so it's never a good idea to miss a turn and spinout or crash. In general, you want to hug the inner part of the track as you enter a turn and then drift to the middle or outer edge. Drifting not only fills up your boost meter, but it also gives you more control over your vehicle and sets you up to end in the lane you want for the next part of the track.



Always look ahead to the following turn to predict your next move. If you have a second, you can take a glance at the mini-map to access the course layout.

Tip

Ramps

Certain terrain can give you some altitude, such as jumping over the small lip of a hill, but most tracks have ramps to propel you over obstacles or across gaps. Pay attention to these ramps; there's usually a good reason for their track placement. In the case of gaps, you must hit the ramp to jump the gap or you'll be reset and lose a lot of time. In other cases, you might need a ramp to reach a safer, or shorter, section of the track. Practice gathering as much speed as you can and drive straight through the center of the ramp to ensure an accurate jump. Triggering a boost on the ramp's boost pad will launch you high into the air and send you farther down the course.



Boost Pads

For faster race times, use boost pads whenever you can. It saves on using your car's boost, and some courses have a chain of boost pads. If you complete the boost chain, it propels you at high speeds for a greater distance.



Shortcuts

Every track has hidden paths or off-road sections that may be faster to take than the main course. If it's an actual path, you want to ride the shortcut as long as you can deal with any hazards along the way. If it's an off-road section, only take it if you have boost to negate the deceleration penalty of off-road terrain. Overcome the difficulties associated with any shortcut and you'll shorten the track, thus improving your race time. Always a good thing.



In the lead? You may not want to risk a shortcut and end up with a spinout or crash. If you're trailing on the final lap, risk the shortcut to make up time.

Tip

Multiplayer Action

Multiplayer races can open up a whole new world of rewards for you. There are 12 special unlockables by playing in multiplayer local and 12 special unlockables by playing online. The parts are free. Simply race in each track against a friend. Here is the list of available multiplayer rewards:

Reward	Game Type	Track
Boat	Local Wireless Reward	Cruise Line Chase
Headphones	WiFi Reward	Cruise Line Chase
Crystal	WiFi Reward	Crystal Mines
Sombrero	Local Wireless Reward	Crystal Mines
Crown	Local Wireless Reward	Forest Bluffs
Magician	WiFi Reward	Forest Bluffs
Exhaust pipes	WiFi Reward	Fossil Fuel Mesa
Big rig	Local Wireless Reward	Fossil Fuel Mesa
Cow	WiFi Reward	Greenwoods Park
Cow	Local Wireless Reward	Greenwoods Park
Pirate flag	WiFi Reward	Lighthouse Beach
Parrot	Local Wireless Reward	Lighthouse Beach
Skis	WiFi Reward	Mountain Slide
Viking	Local Wireless Reward	Mountain Slide
Propeller	Local Wireless Reward	MySims Raceway
Goggles	WiFi Reward	MySims Raceway
Space	Local Wireless Reward	Oasis Canyon
Space	WiFi Reward	Oasis Canyon
Cupcakes	Local Wireless Reward	Polar Pursuit
Halo	WiFi Reward	Polar Pursuit
Spaceship	Local Wireless Reward	Space Hotel Sprint
UFO	WiFi Reward	Space Hotel Sprint
Indian	Local Wireless Reward	Volcano Island
Horns	WiFi Reward	Volcano Island



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Nintendo DS Performance Upgrades

Just like the Olympic medals, all upgrades are good, but gold is better than silver, which is better than bronze. Platinum is actually the best when it comes to shiny engine parts. When you design your own car in the Garage, it's more than an engine you'll be looking to spiff up. You can customize your engine to look mighty fine, but Performance Upgrades—

upgrades that affect how your car drives on the race tracks—concentrate on the Engine, Chassis, and Suspension. See the chart that follows for all your Performance Upgrade options.

Engines alter your Top Speed rating. Top Speed is how fast you can go maxed out; a Bronze Engine gives you a little extra, while a Platinum Engine really lets your vehicle fly through the tracks.

Your Chassis affects the car's Acceleration and Weight. The more Weight your car has, the less likely you'll be jostled around by other racing cars. Acceleration controls how quickly you can get up to Top Speed from a standing position. It's great for regaining speed after a collision or wipeout.

Suspension controls how well the car handles. The better the suspension, the faster your turn rate and less skidding you'll have to endure.



The sum of your parts equals a whole race car. Spend your essences to buy many different parts and have fun experimenting on your cars. We've designed a car at peak performance for you here to show you how powerful you can make your cars. Ultimately, though, it's how you want to drive on the tracks that determines what you put under the hood.

Under the hood parts require physical essence coins. Over the hood parts require personality essence coins. You gather physical essence coins by doing favors for other racers. Though you can gather personality essence coins by doing favors, you can also gain some by doing stunts and collecting Green Essence Boxes.

Tip

Peak Performance

Take a peek under the hood and inside the parts for some of the best Performance Upgrades in each racing category.

1 Platinum Engine

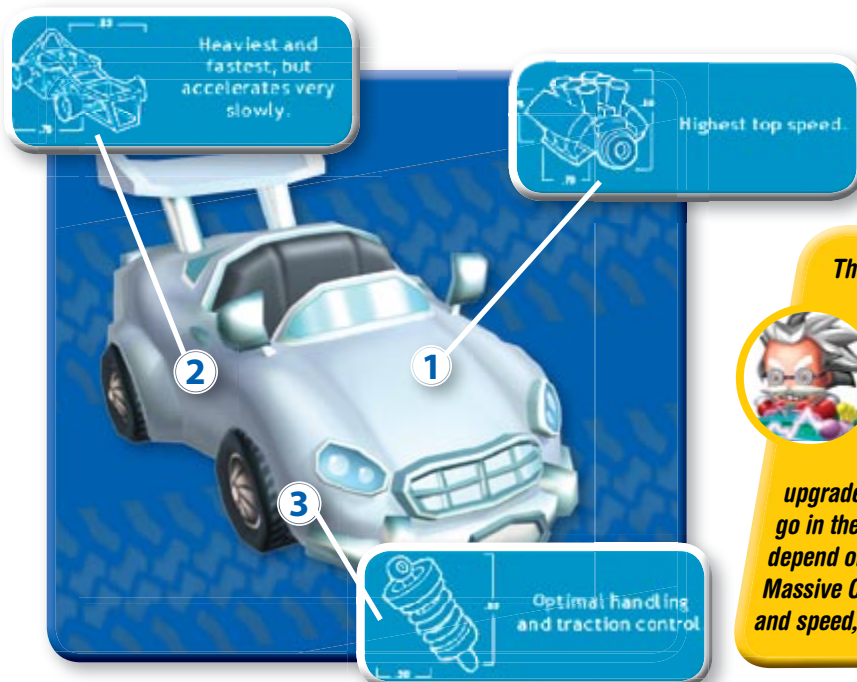
Engines give you Top Speed. The Platinum Engine is the best of the four available engine parts.

2 Massive Chassis

Your Chassis supplies the vehicle's Weight and controls Acceleration. The Massive Chassis maxes out Weight, gives a boost to Top Speed, but suffers a little in Acceleration.

3 Platinum Suspension

One hundred percent less skidding and a faster turn rate make the Platinum Suspension the best of the three available suspension parts. You always want to make turns and dodge hazards, and the Platinum Suspension is the best at that.



Note

The Performance Upgrades in the chart are broken down in order of power. At the start of each category is the lowest upgrade, such as the Bronze Engine. Engine and Suspension upgrades become more powerful the higher you go in the category. Chassis upgrades, however, depend on how you want to drive your car. A Massive Chassis, for example, provides more Weight and speed, but less Acceleration than the Speedy Chassis.

Nintendo DS Performance Upgrades

Physical Essence Costs

Upgrade	Green (Mighty)	Red (Speedy)	Blue (Frisky)	Stat Modifications
Bronze Engine	25	50	0	+3 Top Speed
Silver Engine	50	100	0	+6 Top Speed
Gold Engine	75	150	0	+9 Top Speed
Platinum Engine	100	200	0	+12 Top Speed
Swift Chassis	50	0	25	+50% Acceleration 25% Lighter Weight
Heavy Chassis	100	0	50	-25% Acceleration 50% Heavier Weight +2.5 Top Speed
Speedy Chassis	150	0	75	+100% Acceleration 50% Lighter Weight
Massive Chassis	200	0	100	-50% Acceleration 100% Heavier Weight +5 Top Speed
Silver Suspension	0	50	75	~13% Faster Turn Rate 30% Less Skidding
Gold Suspension	0	75	150	~26% Faster Turn Rate 60% Less Skidding
Platinum Suspension	0	100	250	~39% Faster Turn Rate 100% Less Skidding

Nintendo DS Power-ups

Each time you drive through one of those pink packages it's like a surprise birthday gift. You never know exactly what you're going to get when you collect a Power-up, but you do know that it's going to be fun and helpful during the race.



Power-ups come in fancy gift-wrapped packages that float over the track at various spots during a race. Each Power-up can change the game in an unexpected way; you never know what random special ability will enhance your car. However, there are some general rules that you can usually rely on when picking up a new Power-up. First, everyone else on the track wants one, too, so beware of converging cars as you head toward a Power-up area. Second, if you're blazing in the lead, you can expect Power-ups that fire backward or work on yourself, such as the Bubble Dropper, Shield, Pumpkin Catapult, and Seed Thrower. If you're trailing, expect Power-ups that can catch you back up, such as Pop Bottle and UFO. If you're right in the middle of everything, expect any type of Power-up to aid you. See the following chart for the percentages of when to expect certain Power-ups depending on your current race position.



It's generally a good idea to use up one Power-up before you run into the next one. This gives you access to constant special abilities that can give you the winning edge against other racers. That said, you may want to hold certain Power-ups because of their usefulness at certain points of the race. For example, if you're in the lead with everyone gunning for you, hold on to a Shield until opponents come in range and you may be able to defend successfully all the way to the finish line. Or, you may want to delay using a Pop Bottle to fill up your boost meter until after you've expended the boost energy that's already in there.

The following Power-ups may appear when you drive through the floating gift packages. Learn to recognize the symbols so you immediately know what power you have and when to best use it.

Nintendo DS Power-up Distribution List (in percentages)

Racing Position	Bubbles	Pop Bottle	Pumpkin	Pumpkin x3	Seeds	Seeds x3	Shield	Soccer Ball	Soccer Ball x3	UFO
1st	15	0	20	5	15	5	15	20	5	0
2nd	15	5	18	7	15	5	10	18	7	0
3rd	15	10	16	9	15	5	5	16	9	0
4th	10	15	14	11	15	5	0	14	11	5
5th	5	15	12	13	15	5	0	12	13	10
6th	0	15	10	15	15	5	0	10	15	15



Bubble Dropper

Firing Zone

Forward and backward

Range

One bubble behind car

Generally Appears

When leading

Description

Pop a large bubble behind your car. The bubble hovers over the track and traps any car that hits it. The trapped car comes to a complete stop and lifts up in the air for several seconds before the bubble pops.



Strategy Tips

- ♦ You can't take out any cars in front of you with the bubble, but it's great for taking a single car behind you out of the race.
- ♦ Hold Up on the Control Pad while activating the bubble to encapsulate your own car in a bubble. You keep your forward momentum while slowing rising in the air. When combined with a boost, you can clear huge distance and gaps.
- ♦ When the track enters a tunnel, or right in front of a boost pad, jettison your bubble. You'll force an opponent to either collide with the bubble or avoid it and take a harder route.
- ♦ Lagging in the rear? The Bubble Dropper won't do you much good, so release it before the next Power-up and arm yourself with something better to get back in the race.
- ♦ A bubble dropped just before a line of Power-ups can cause lots of headaches for other racers. Because cars tend to converge on Power-ups, someone is bound to strike it or knock someone else into it.



Pop Bottle

Firing Zone

Self

Range

Self

Generally Appears

When trailing

Description

Gives a short boost (about two seconds) to propel you down the track.



Strategy Tips

- ♦ If you use your current store of boost energy, you can always trigger the Pop Bottle for one last boost in emergency situations.
- ♦ Refilling your boost is superb; however, unlike other Power-ups such as the UFO, which can catch you up to opponents with little effort on your part, Pop Bottle still requires driving skill to work well. You have to steer a car at super speed, after all.
- ♦ Whether you have the lead or are in dead last place, Pop Bottle helps to increase the gap between your wheels and the closest opponent or to gain serious ground.
- ♦ Pop Bottle is one of the few Power-ups that you may want to hold on to, even if it means skipping a round of new Power-ups.
- ♦ Make sure you use your Pop Bottle prior to a long straightaway, where you can max out on speed without worrying about turns.



Pumpkin Catapult

Firing Zone

Forward and backward

Range

Short

Generally Appears

Anytime

Description

Either lob a pumpkin bomb ahead or drops it behind your car. The incredibly slippery goo makes any car that rides over it spin out of control.



Strategy Tips

- ♦ Some special Power-ups give you three pumpkins. You can fire them one at a time slowly, but it's usually more effective to spray an area with all three and make it very difficult from your opponents to dodge.
- ♦ You have flexibility with the Pumpkin Catapult because it can fire ahead or behind. It's usually most useful to drop it behind: you have better control where it lands and won't run into it by accident. In a desperate situation where you have to take out a leader fast, point in the direction of the target and let loose.
- ♦ Avoid the pumpkin goo at all costs. Even if you slide over a piece of it, the slippery surface will spin you out of control.

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- When the track enters a tunnel, or right in front of a boost pad, drop the pumpkin. You'll force an opponent either to slide on the goo or avoid it and take a harder route.
- Lagging in the rear? The Pumpkin Catapult won't do you much good, so release it before the next Power-up and arm yourself with something better to get back in the race.
- Pumpkin goo dropped just before a line of Power-ups can cause lots of headaches for other racers. Cars tend to converge on Power-ups, so someone is bound to slide into it or knock someone else into it.
- Someone drafting right behind you? Drop a pumpkin splat to shake them.
- Throw a pumpkin forward to splat on an opponent's windshield. The obscuring goo will make it difficult for your opponent to drive.



Seed Thrower

Firing Zone

Forward and backward

Range

Short

Generally Appears

Anytime

Description

Shoots out a seed in front or behind that grows into a fully grown tree as soon as it lands. Any car striking the tree will come to a dead stop; partially glancing a tree will slow a car down.

Strategy Tips

- Some special Power-ups give you three acorns. You can fire them one at a time slowly, but it's usually more effective to spray an area with all three and make it very difficult from your opponents to dodge.
- You have flexibility with the Seed Thrower because it can fire ahead or behind. It's usually most useful to drop it behind: you have better control where it lands and won't run into it by accident. In a desperate situation where you have to take out a leader fast, point in the direction of the target and let loose.
- Avoid the tree at all costs. If you hit it square on, your car will stop short. If you glance it, your car will definitely lose speed.
- When the track enters a tunnel, or right in front of a boost pad, drop the seed. You'll force an opponent either to smash into the newly grown tree or avoid it and take a harder route.



- Lagging in the rear? The Seed Thrower won't do you much good, so release it before the next Power-up and arm yourself with something better to get back in the race.
- A tree dropped just before a line of Power-ups can cause lots of headaches for other racers. Cars tend to converge on Power-ups, so someone is bound to smash into it or knock someone else into it.
- Someone drafting right behind you? Release a seed to wreck their car or send them veering away.



Shield

Firing Zone

Self

Range

Self

Generally Appears

When leading

Description

Throws up a defensive Shield that blocks incoming attacks, such as soccer balls.

Strategy Tips

- Consider holding the Shield until you really need it. If you're in the lead, wait until other opponents are in range with their Power-ups before activating the field.
- But don't wait too long. You always want to have it up if you think a projectile may be headed your way.
- If you aren't in the lead but aren't getting attacked, activate the Shield anyway just before new Power-ups. You gain the defensive field for a while, plus you gain a new Power-up to play with.
- When you find yourself in the back of the pack, throw up the Shield right away and look for the closest new Power-up you can find. Defense from the rear doesn't help you too much.
- The Shield can provide good defense for when you want to pass someone. As you zip by, throw it up just in case the car you're passing has a nasty Power-up up their sleeve.
- In high-risk areas, especially on some of the ice tracks or in narrow caves, throw up the Shield to protect yourself and minimize the chance of disaster.





Soccer Balls

Firing Zone

Forward and backward

Range

Long

Generally Appears

Anytime

Description

Shoots soccer balls at fellow racers. Any hit causes a wipeout.

Strategy Tips

- Some special Power-ups give you three soccer balls. You can fire them one at a time slowly, but it's usually more effective to spray an area with all three and make it very difficult from your opponents to dodge.
- You have flexibility with soccer balls because you can fire ahead or behind. It's usually most useful to drop it behind: you won't run into a ball by accident.
- Soccer balls ricochet. You can bounce a ball around a turn to strike your opponent.
- If you fire a soccer ball ahead of you, watch out for any ricochets that may send the ball back at you.
- Inside a tunnel, or inside any interior locations, soccer balls can be deadly.
- Fire the soccer ball perfectly between two parallel walls and you can get it to ricochet back and forth in place to set up an almost impenetrable barrier.
- Soccer balls can be fired a long way. They are your best weapon against another racer far in front. Just practice your aim.
- Someone drafting right behind you? Drop a ball to rattle their cage.



UFO

Firing Zone

Self

Range

Self

Generally Appears

When trailing

Description

Summons a friendly UFO to pick up your car and zip you overhead, dropping you back into the race far up the course.



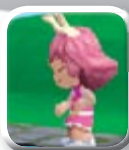
Strategy Tips

- When you fall behind, there is no better Power-up to catch up with the leaders. Usually, you want to summon the UFO as soon as you can to make up ground.
- If you know the course, you might want to wait to use the UFO right before you hit a particularly tough section of the track. The UFO ignores obstacles and cruises through twists and turns, allowing you to avoid all the tough racing.
- Be careful when the UFO drops you off. Sometimes it can leave you near the edge of the track and you'll have to make a quick adjustment to stay on course.
- Even at the end of a race, you can use the UFO to leapfrog past other racers. It's possible to cross the finish line inside the UFO.

Nintendo DS Friends

Your Speedville Friends

Welcome to Speedville! There are almost two dozen residents you can call Friends. During your travels, you will complete favors for your Friends, from driving them to a new place to collecting lost items. In return, they give you essence coins to spend on upgrades for your vehicle and sometimes special blueprints to buy for new upgrades. Let's meet the gang...



Beebee

As queen of the Bunny People, Beebee has an active imagination. She just loves to play make-believe! And she's also a racer!



Buddy the Bellhop

A good-natured soul, Buddy is sometimes forgetful. He has been known to lose people's luggage and is always asking for your help.



Chaz McFreely

One of your best friends from childhood, Chaz knows a stunt trick or two.

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Chef Gino

Always on the lookout for cooking ingredients, Chef Gino bakes some of the best food in town. His specialty: pizza.



DJ Candy

She loves music and racing. DJ Candy is one of your Rivals on the various race tracks.



Dr. F

There isn't a crazy experiment Dr. F hasn't tried. He's the creator of F-Energy, the stuff that boosts your car. And he's also a racer!



Fire Chief Ginny

Riding around in a bright red fire truck, Fire Chief Ginny needs your help to keep the town safe. In her spare time, she races, too.



Gertrude

Smart as a scholar, Gertrude loves to study things, such as spiders in the forest. Unfortunately, she doesn't own a car, so she needs rides from you.



Goth Boy

The gloomy, yet sometimes optimistic, Goth Boy writes poetry and wears dark clothes all the time. At least he's outside in the sun, too. And he's also a racer!



Grandma Ruthie

Sometimes Grandma just needs a lift to the restaurant for a bite to eat. She'll even reward you with a special cookie.



Madame Zoe

As a fortune teller, Madame Zoe can see the future, and she lets you know yours is as bright as can be!



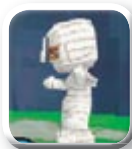
Makoto

Makoto acts like a little girl, but she's really a robot that Dr. F built. Shhh, don't tell her, though!



Mayor Rosalyn

Buried in politics and paperwork, the Mayor usually has errands for you around City Hall.



Mel the Mummy

Wrapped up in white bandages, Mel has been alive for a long time—or is that dead? We never remember with a mummy.



Morcubus

He's always planning diabolic and dastardly schemes that somehow never succeed. It's okay to feel sorry for the poor guy and help him out. And he's also a racer!



Ol' Gabby

Your mentor and the handyman who builds upgrades in your shop, you'll speak with Ol' Gabby often. Listen well to what he has to say.



Poppy

Friendly and spirited, Poppy enjoys cute things like puppies and flowers. She'll like you, too, if you help her out.



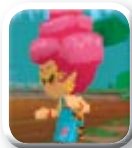
Roger

From time to time, Roger will need a ride. He's a little bit of a worry wart so you may want to stop as soon as he's ready to ask a favor.



Roxie Road

A sweetheart, Roxie can't get enough ice cream. She may ask you for a ride to the beach and ice cream parlor. And she's also a racer!



Shirley the Stylist

Obsessed with hair, Shirley would like to style yours if you weren't so busy driving around doing favors for everyone.



Sir Charles

The billionaire behind the creation of Speedville, Sir Charles takes a great interest in you and hands you a special blueprint each time you win a race.



Sir Vincent Skullfinder

Curator at the Skullfinder Museum, Sir Vincent needs lots of help keeping the museum going. He absolutely loves artifacts!

The Tracks



If you're like us, you can't wait to cruise through an amusement park or drive out into space! Before you put your foot on the pedal, be warned. Not all courses are as clean as MySims Raceway. When you see the likes of Mountain Slide or Space Hotel Sprint, your racing experience will be tested, and you may want to have a handy map in your back pocket.

Champions are built on the race tracks. No matter how many favors you do for your Friends, you may earn lots of gratitude, but you won't unlock star ratings until you finish in first at the race track.

There are 12 race tracks in the Nintendo DS version of the game. The following sections detail each of those tracks in-depth, from the track's star level to its difficulty level, the ideal car to bring on the track, a full description of the track, plus a labeled map and visual drive-through with snapshots from each part of the track.



Whether you need a guide for a crucial race or for a battle against three other friends in Multiplayer, flip to the corresponding section and you have a road map to tips and secrets of the course. It's better than keeping an atlas in your real car!

On each map, the green arrow around the course indicates the fastest route. A dotted line indicates a shortcut that takes you off the tried-and-true fastest route. Shortcuts may be faster, but they also carry some risk. Some tracks may have a blue line, which indicates a route to snag Power-ups that doesn't necessarily take you on the fastest path. The maps also label locations for Power-ups, boost pads, and even hazards.

The race tracks are sorted in this chapter by star ratings and the general order you encounter them when unlocking the maps. It's possible that you may encounter them in a slightly different order while doing favors, though you can't unlock more difficult tracks until you earn the appropriate star rating.

Note



Tracks in Alphabetical Order

Cruise Line Chase (page 168)
Crystal Mines (page 176)
Forest Bluffs (page 171)
Fossil Fuel Mesa (page 174)
Greenwoods Park (page 163)
Lighthouse Beach (page 166)
Mountain Slide (page 183)
MySims Raceway (page 160)
Oasis Canyon (page 186)
Polar Pursuit (page 181)
Space Hotel Sprint (page 189)
Volcano Island (page 179)

MySims Raceway



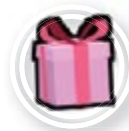
Star Level: 0

Difficulty Level: Low

Ideal Car: Top Speed

Description: Here's where you start your racing training. The course is rather straightforward, with just enough surprises to keep things interesting. Try the shortcut that leaps you over the main track if you need to make up time, and the three boost pads in the pit crew area near the finish line can accelerate you to victory. Hone your basic skills on this track.

It's race time! This first track has everything you need to learn how to handle your car and accelerate into the fast lane of becoming a racing master. At the start of the race, you are assigned a random starting position in the six racing slots. If you begin in slot number one, you will be on the outside of the course; slot number six is the innermost slot. Steer toward the inner part of the course as the race begins; it will help you navigate the first turn better. Obviously, you have a slight advantage if you start in or near the sixth slot because you won't have to jostle with as many racers to move into position for the first turn.



Directly in front of you at the start, four Power-ups float at driver height above the track, almost halfway between the start and the first turn. Power-ups look like gift packages with ribbon tied around them. You want to collect one of these, so angle toward the closest one as soon as you put the pedal to the metal.



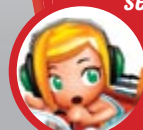
The race begins when you see the three red gemstones slowly turn green. As soon as the third gem turns green, hit the Boost button. If you time it correctly, you can gain a slight starting boost that will propel you past your opponents. Very useful for nabbing one of those four Power-ups and avoiding collisions with other racers that will slow your initial acceleration.



Caution

Generally, it's a good idea to drop obstacle Power-ups, such as pumpkin splats and seeds, behind you to deter opponent racers.

Otherwise, you may slow yourself down by accidentally running into the obstacle. See the "Nintendo DS Power-ups" chapter for strategy tips on each Power-up.





Drift toward the inner part of the course as you accelerate out of the gates. You don't have to steer perfectly to the edge of the grass, but the closer you get to the inner part of the track, the

easier it will be for you to accelerate or powerslide through the turn. If you stay to the outside, you won't have as much room for error, and you certainly won't have any room to powerslide.



Steeper turns are marked with a red-and-white checkered pattern along the curb leading into the turn. Remember to powerslide through these turns as long as possible to build up your boost meter.



Tip



Entering the turn, you may want to use that Power-up you just grabbed. If it's a Bubble Dropper, Pumpkin Catapult, Seed Thrower, or Soccer Ball, you will have plenty of targets behind you. Unless you got off to a slow start, most of your opponents will be behind you, so what better opportunity than now to drop a surprise to slow them down? This will give you a cushion as you gain some ground in the race; plus, it's harder to avoid obstacles in a turn because cars tend to skid. If you don't drop the Power-up here, make sure you use it before you pick up your next one.

The first turn banks left and almost immediately enters a second turn that bends left again. If you took the first turn correctly, you'll end up in the middle of the track just before you hit the second turn.

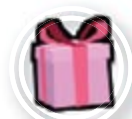


If you plan on following the standard track, try to angle toward the inner edge again and hit the second turn with as much acceleration or powersliding as possible. You'll be in great shape and cruising right along. If you want to be a little more adventurous, opt for the shortcut up ahead that takes you off the track.



Unless you are supremely confident in handling your car, it's best to stay on the course and go for the Power-ups if you have the lead, or if you have the

leaders in sight. Need to make up time? Then by all means attempt the shortcut. On the final lap, if you think the gap between you and the leaders is too great, use the shortcut and see if you can catapult into the lead.



If you skip the shortcut and stay on the main track, four Power-ups lie directly ahead (under where you would jump over the track on the shortcut ramp). Be sure to pick up one of these and use it before the next set of Power-ups.



If you gain a Pop Bottle, it's particularly useful here. Between the second Power-up spot and the midway straightaway coming up, you have a fairly straight track with only one turn. It's a great time to use that Pop Bottle for some extra speed, or ignite some of that boost power to accelerate to full speed. Even if you don't take the shortcut, you can really make up time on this section of the track with some of your top speeds.



In most cases when you approach a turn, you want to stay in the inner lane to take advantage of powerslides.

Heading out of the second turn, however, lean toward the outside edge if you want to take the shortcut. On your right just past the second turn, look for a gray cobblestone path that winds up the hill (a lone tree stands to the left of the path). Gather as much speed as you can and stay toward the middle of the path.



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At the top of the hill, the cobblestone path becomes a ramp that leaps you over the main track and onto a second cobblestone path in the lawn area above the midway straightaway. The shortcut trims off a significant portion of track—great for making up time!—but it's not without risk. At high speeds, it's difficult to turn onto the shortcut and drive up the hillside, and yet that's exactly what you must do to reach the shortcut's second part. You also skip two Power-up areas, which could also prove valuable.



When you see the striped pavement, you know you've reach the midway point of the track. Maintain your speed through the midway and veer to the left in preparation

for the turn out of the straightaway. As with the second Power-up area, you want to make up time here, so don't be afraid to pick up speed through the straightaway.



Stay under control as you exit the straightaway and hit the turn. There are four more Power-ups just around the turn; be sure to grab one and use it before the final length of the track. If you have a

clean shot at a car in front of you, go ahead and take it; otherwise, drop an obstacle in any of the upcoming turns.



Off to your left, watch the lawn for exiting traffic. This is where the shortcut ends, so any cars that have successfully driven the path will merge with you just after the third Power-up section of track. It's possible to ram a car and knock

it off course if you time it well and make sure you bang them without stopping yourself short.

If you gain a Pop Bottle or UFO Power-up, consider using them if you veer off the track to negate the penalty of driving on rough terrain. You should definitely use them to catch up if you find yourself lagging in the back of the pack. Same goes for boosting.

Tip



After the third Power-up section (or if you're coming off the shortcut), there is a series of turns leading into the final stretch. Hug the right side on the first one, then

allow your momentum to carry you to the left as you enter the second turn. Whether you want to come out tight (left) or wide (right) on the third turn depends on whether you want to go for the speed boosts in the side pit crew area or head straight for the finish line. Stay left if you want the speed boosts and right if you want to take the shortest path to the finish line.



Left or right for the final stretch? Definitely veer left and hit the three speed boosts in the pit crew area if your boost meter is empty. You need to crash that finish line with as much speed as you can muster.



The pit crew area route might be slightly longer, but it's worth the effort when you have no natural boost.





Think about dropping a seed, pumpkin splat, or bubble at the entrance to the pit crew area. It's narrow, so you're likely to catch an unsuspecting opponent with the obstacle.



Stay straight (or right of the last divider) if you have boost of your own. It's a straight shot to the finish line and you get to pick up one last Power-up on the way. Hit all your boost on the final straightaway to pick up speed on the first couple of laps and, of course, you want to max out your speed if it's the final lap.



With the finish line in sight, use whatever Power-ups you have on the final lap. Shield is a great one if you're in the lead to protect you from those last-second cheap shots that could prevent you from winning. Any obstacle Power-up could also knock out a competitor and give you the win.

If you are the leader on the third lap, congratulations! You've just won your first race. There will be many more victory laps. For now, enjoy your moment in the sun and practice on this race course until you have all your skills honed. Next stop—the one-star races!



Greenwoods Park

Star Level: 1

Difficulty Level: Low

Ideal Car: Top Speed

Description: Compared to the MySims Raceway track, Greenwoods Park has a few wiggles here and there. Still, you shouldn't steer away from a car with lots of speed. So long as you don't go for maximum acceleration in the sharper turns, your speed can make the difference on the short track. Be sure to hit the three boost pads, and the shortcut through the barn can gain you a crucial extra second.



- **Fastest Route**
- **Alternate Route**
- **Shortcut Route**
- Power-ups**
- Boost Pad**
- Green Essence Box**
- Hazard**
- Powerslide**
- Shortcut**

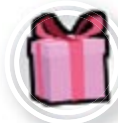
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Look for a lightning start at the beginning of the race. It will put you ahead of the other drivers so you don't run into them every turn, and it will set you up to be first for Power-ups and boost pads.

Watch out for the logs that stick out into the road. The first log is on your right and can come up quickly if you get the boost at the start line.



In between the two log obstacles lies a line of Power-ups. If you get a defensive Power-up, such as the acorns



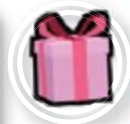
or pumpkins, you might want to drop it behind you right after the Power-ups to throw another hazard on the road for your opponents. If you get an offensive Power-up, such as the Pop Bottle, guzzle it to pick up speed and merge back into the flow of traffic.



Pick up speed, but be careful when you reach the first major turn by the rocks. It's a steep left. Powerslide



through the turn to gain some boost energy. You may need to use the extra boost if you get trapped off the road and on the grass. Powersliding or boosting through the grass will help you navigate the turn successfully.



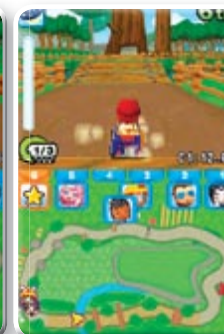
On the next straightaway, capture another Power-up.

Remember, in the Nintendo DS version, if

you're holding a Power-up and run through another one, you will get a new Power-up to replace the old one. Don't drive through Power-ups if you want to keep your existing one.

The dirt roads runs downhill to a wooden ramp over the stream. Jump off the ramp and stay on the road that goes through the carved-out tree.

If you boost over this ramp, don't go too crazy or you'll smack into the side of the tree.



Inside the second carved-out tree rests a boost pad. Stay in the middle of the track to trigger the boost pad. Just watch that your angle is good and you don't careen into the side of the tree. Pick up the next Power-up just beyond if you need it.

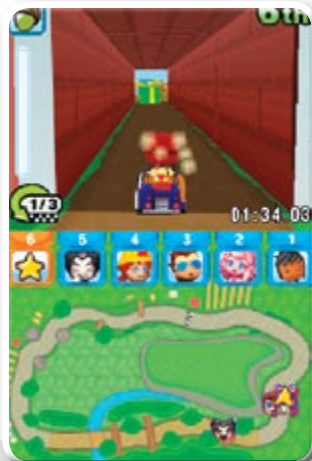


The third carved-out tree also holds a boost pad. Use this extra speed, too.



Around the third major turn, the road bends to the left and you can see a red barn on the road's right side. The

barn holds a shortcut. However, if you have the lead or want to play it safe, stay to the left and wind through the small S-curve to gain a Power-up.



When you see the barn, if you go straight you can use the shortcut that takes you straight through the barn's interior. Not only do you save a second by avoiding the S-curve to the left, you also gain a Green Essence Box as a hidden gift. Green Essence

Boxes provide a few extra essence coins to spend on your upgrade items.



Powerslide through the last turn to build up some more boost energy. You're going to need it if it's the last lap and you have competition for the finish line.



At the top of the small hill near the finish line, one last boost pad remains. Pour on the speed and hit that boost pad to beat anyone else to the finish line. Come in first, and you earn a brand-new blueprint and some respect from the other racers who are starting to notice a new prodigy on the scene.



Lighthouse Beach

Star Level: 1

Difficulty Level: Low

Ideal Car: Top Speed

Description: A drive by the sea can be so relaxing, except when you have to floor it to narrowly escape oncoming traffic or a pumpkin bomb. If you've got the chops, steer through the shortcut to pick up a second boost pad. Otherwise, you get stuck with just a single boost pad on the track. As you zip by, treat yourself to a peek at the pirate sail on the ship in the harbor.



- **Fastest Route**
- **Alternate Route**
- **Shortcut Route**
- Power-ups**
- Boost Pad**
- Green Essence Box**
- Hazard**
- Powerslide**
- Shortcut**



Shoot for a lightning start out of the gate. Nab a Power-up in the first bend, and try to use it if you can catch an opponent in the effect.



Into the first big turn, hug the inner curve on your right and line up for the boost pad. This is the only boost pad on the main track, so be sure to capitalize on the extra speed now.



On the next big turn, powerslide to build up some boost. Because boost pads are almost nonexistent on the course, you're going to have to supply the boost power yourself with some powersliding. A good driver who doesn't manufacture boost energy can still lose on the track.



Exiting the shortcut, catapult back out onto the main course with the wide boost pad. You can ride a straight line to the next corner. Be careful, though, not to swing too far out to the left and into the beach sand.



A shortcut lies to the left through the amusement park area, but if you want to play it safe, stay on the main track. Collect a Power-up on the turn next to the amusement park. Use your Power-up, especially if it's a Pop Bottle, to give you greater acceleration.



Along the beach, drive by the pirate ship and pull in another Power-up. If you see someone fly into the

embankment to your right, drop your Power-up at the spot where the embankment swoops down to the main course to cause serious havoc.



The embankment on the right side of the road near the beach serves as an alternate route. If you want the Green Essence Box floating high above the lip, get up a lot of speed and zip up into the sky to snatch it.



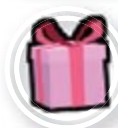
Do some more powersliding in the final bends approaching the finish line. Who doesn't need more boost energy at this stage?



The shortcut, with its extra boost pad, is almost a must on this course. However, the fences along both sides of the shortcut funnel close together near the buildings, so there is a risk that you can collide with the sides, especially if a lot of traffic passes through at the same time.

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One last round of Power-ups fuels a battle toward the finish line. If you have a Shield, throw it up to avoid getting cheesed by a Power-up before the final gate.



One straightaway and the finish line is yours. As usual, boost with everything you've got to cross the line in the final lap. A drive along the beach has turned into a motor frenzy, but as long as your car sits in the winning position, you're probably good with that. You can always break out the beach towels later.

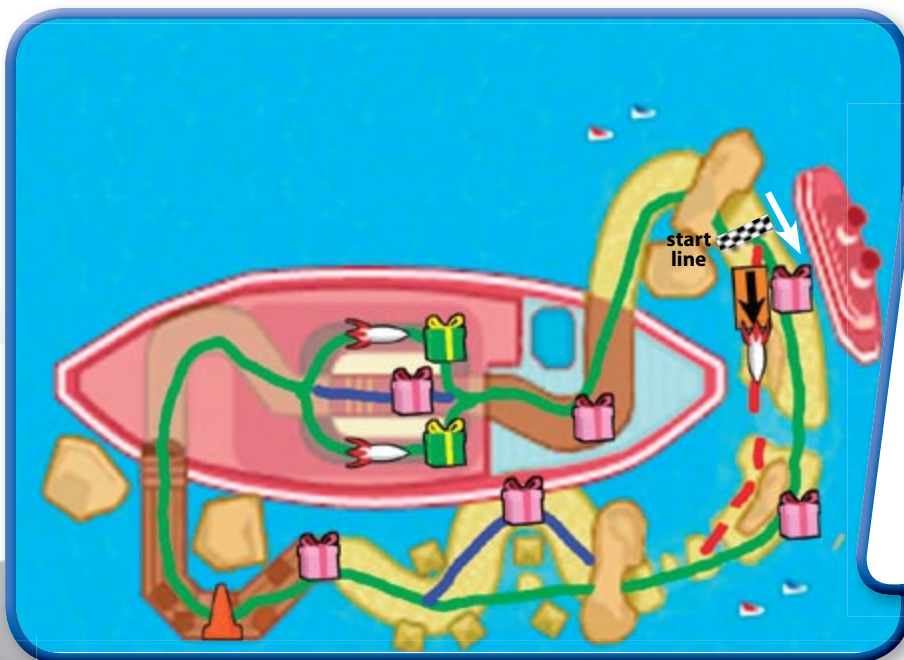
Cruise Line Chase

Star Level: 1

Difficulty Level: Low

Ideal Car: High Speed,
High Handling

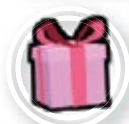
Description: Another day at the beach sees some waterskiing, board-walking, even touring a cruise ship, but get this—you do all of it in your car! This wacky waterside race gets the adrenaline pumping and gives beginning drivers a few good track options to test their handling skills. Now did we remember to waterproof our new paint job?



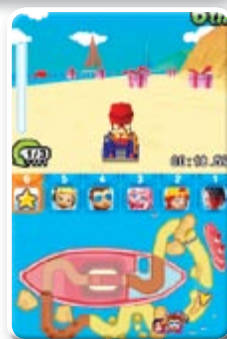
- **Fastest Route**
- **Alternate Route**
- **Shortcut Route**
- Power-ups**
- Boost Pad**
- Green Essence Box**
- Hazard**
- Powerslide**
- Shortcut**



With a lightning start out of the gates, you can snag a Power-up if you're lucky. If you stay on the main path, consider using the Power-up immediately because there's another one ahead on the next island.



Cut across the first shallow water spot to the second island. On the left side, the main path down the beach sweeps by some more Power-ups for you to consume.



If you want to take the shortcut, hang an immediate right at the starting line and zip across the water. A boost pad ramp lies on the right side of the outcrop. It will give you extra speed for the first section of the course.



Boost off the ramp and arc over to the second island. The danger here is that you might have too much speed and crash into the rock outcrop. Control your speed and landing to make the most of the shortcut. To shave time off the race, stay to the right of the big rock and merge with the main track at the far side of the island. Otherwise, go left and pick up a Power-up.



Drive across the water and small island to reach the rock tunnel. Powerslide a short distance if you want to stay on the fastest route. Powerslide a little longer and turn right if you want to veer off course for the alternate path.



Through the water is actually the fastest route here. Don't worry, the water isn't deep and you can drive without much loss of control.



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Drive over another small island and then back onto the main beach near the wooden huts.



There's no reason to take the beach path unless you want an extra Power-up. The water path is much faster if you know it exists.



Accelerate and powerslide through the next two bends before you reach the Power-ups on the boardwalk. More boost energy will come in handy after you leave the ship in the last quarter of the race.



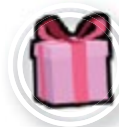
Slow down on the boardwalk and weave safely through the large crates. The hazards can cause collisions or spinouts if you're not careful.



Head into the ship slowly enough to predict which way you'll have to swing for your turns. When the ship opens up into the central chamber, you'll have a decision to make.



You can split out to either side in the central chamber to reach a boost pad. The outer paths are slightly longer; however, the boost pad's acceleration more than makes up for the longer distance as long as you don't crash. You also net a Green Essence Box if you use an outer path.



If you choose the alternate path up the middle, you don't gain a boost pad. You do, though, have a shorter path and pick up a Power-up as you leave the ship.



A big powerslide gets you through the next major turn on the boardwalk outside. Collect another Power-up, the last on the course. If you think it will get you through the finish gate safely, trigger the Power-up at the opportune time.



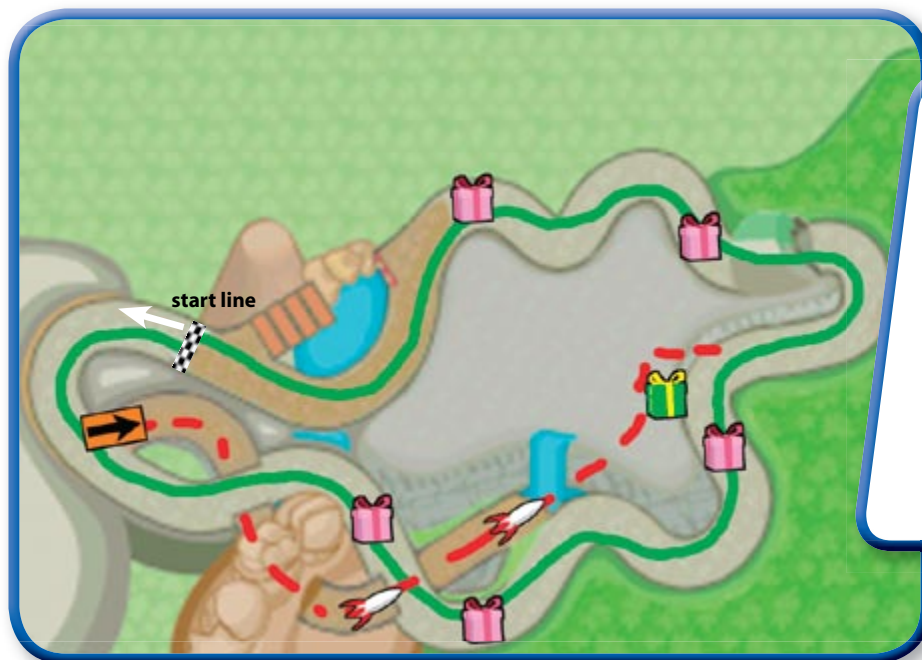


Leap off the boardwalk and onto the sandy beach. Boost through the sand to gather speed if you can.



One more big turn to the right and the finish line suddenly pops into view. Again, let the boost rip; no sense holding it if it's your last lap. After some nail-biting moments, your speedy and maneuverable car will eventually take top prize. You've earned the right for a brief rest, so go ahead and sign up for a fancy cruise on that ship whose carpets now have your tire tracks.

Forest Bluffs



- Fastest Route
- Alternate Route
- - - Shortcut Route
- Power-ups
- Boost Pad
- Green Essence Box
- Hazard
- Powerslide
- Shortcut

Star Level: 2

Difficulty Level: Low

Ideal Car: High Speed, High Handling

Description: The last track in the main town area starts to get tricky. With a vehicle capable of high speed and high handling, you can cruise through the course. It's the drivers with a lay of the land who will excel, however. You must use the shortcut without any collisions or spinouts to stay competitive.



Go for a lightning start when the gems flash green. That little boost will break you out of the pack and set you



up for a good race. The extra speed will probably propel you into the sloped embankment on your right, which is fine. Use your momentum to swing through the curve and shoot out the far side.

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A third Power-up comes into view ahead. The shortcut route is much faster. Still, there's something to be said for three Power-ups along the safer main path. Consider the main path if you want to gamble on Power-ups that may help you get back in the race.



If you drive by the shortcut on your left and stay on the main road, zip by the Mount Roosevelt-like monument and through a stone gate. A large turn stretches out and curves to your right. Ride the curved embankment on your left to continue any momentum you may have and to stay away from the edge on the other side. Capture a Power-up on your way through.



Back before the monument, the shortcut is a sharp left around the first bend. Follow the dirt path up and under the monument heads.



Another Power-up lies in the next set of turns. If you snag a UFO, call for it right away and let it guide you through the winding turns ahead. A Pop Bottle is also helpful as soon as you hit a straighter section of road.



Pick up speed inside the mountain and use the boost pad ramp on the far side to find open space again.



Keep going at full speed, despite what looks like a sure crash ahead. The boost pad ramp near the waterfall springs you through the rushing water and into a secret cavern inside. A Green Essence Box floats on the cavern's right side.



Head out the back tunnel and drop down onto the main track. Watch for oncoming traffic from racers on the main road.



Powerslide through the upcoming curves to gather boost energy. There are plenty of spots along the main road to powerslide, but it's particularly important to build up your boost energy now before the last portion of the race.



Inside a short tunnel in a darker part of the track rests another round of Power-ups. You only have one more set to go, so use these wisely to tag trailers or foul up leaders.



On the last stretch of pavement, slow it down. The railing fence and "sharp left" road sign should be big clues that danger lies ahead.



Stay to the left as you navigate the cliff area. Despite the last Power-ups tempting you in the sharp turn along the cliff, concentrate on power-sliding and maintaining control through the turn. Excess speed will send you over the edge, and you'll have to wait on a restart.

Accelerate up the dirt hill and stay to the right. At the top, the track turns sharply to the right, and if you jump along the right side, you can land back in the middle of the track and on a perfect line to the finish gate.



Hit the gas on the last straightaway to the finish line and show your opponents who is number one. Other racers might have thought you were bluffing when you took this forest track; now they know you weren't kidding.

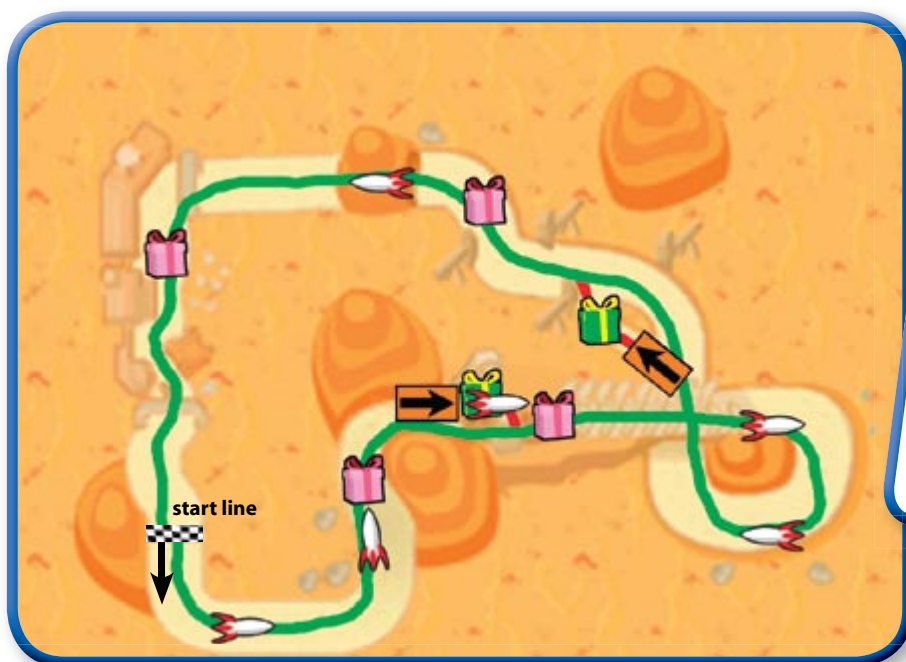
Fossil Fuel Mesa

Star Level: 2

Difficulty Level: Intermediate

Ideal Car: High Speed, High Handling

Description: On the outskirts of the forest, you'll find this desert track. To finish on top, you'll have to learn how to catch all the boost pads, including the one in the shortcut. Blaze a path through the dust and bones for victory.



- **Fastest Route**
- **Alternate Route**
- **Shortcut Route**
- Power-ups**
- Boost Pad**
- Green Essence Box**
- Hazard**
- Powerslide**
- Shortcut**



A lightning start coupled with the track's first boost pad zooms you out into the field.



Catch the second boost pad on the left side of the track and let it rocket you through the first set of Power-ups.

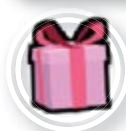


Remember to slide through your deeper turns for extra boost energy. You can even use the curved embankments to harness your momentum and steer you in the correct direction.





Catch a second boost pad in the embankment curve and continue onward at maximum speed.



Grab a Power-up before the bone bridge. On the bridge, drop your Power-up behind you if it's the type that will cause an obstacle for your opponents.



The first shortcut runs parallel to the main track before the bone bridge. Scoot out to the left and drive through the tiny tunnel. Collect a Green Essence Box and cruise over the boost pad for some more acceleration. Make a sharp right to hook up with the bone bridge.



Through the next series of turns on the main road, powerslide to maintain control and gain more boost energy. The second shortcut is on the left, which you may choose to take if you have extra time and wish to collect the Green Essence Box.



The second shortcut may shave off a second; however, it's a little dangerous to turn onto it and navigate the small path safely. If you do, you're rewarded with a Green Essence Box.



Heading into the full-circle turn, steer to the right and catch the next boost pad. Shoot out wide for the far embankment.

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Go for another boost pad to keep your speed high and grab a Power-up if you can. It's more important to keep your speed high if you want to win the race, unless you need the Power-up to catch up.



Boost on the long straightaway into town. Be careful that you don't crash into the wall on the steep left turn.



Your opponents will try to foul you up with something like a pumpkin splat, just as you should do with the last set of Power-ups.

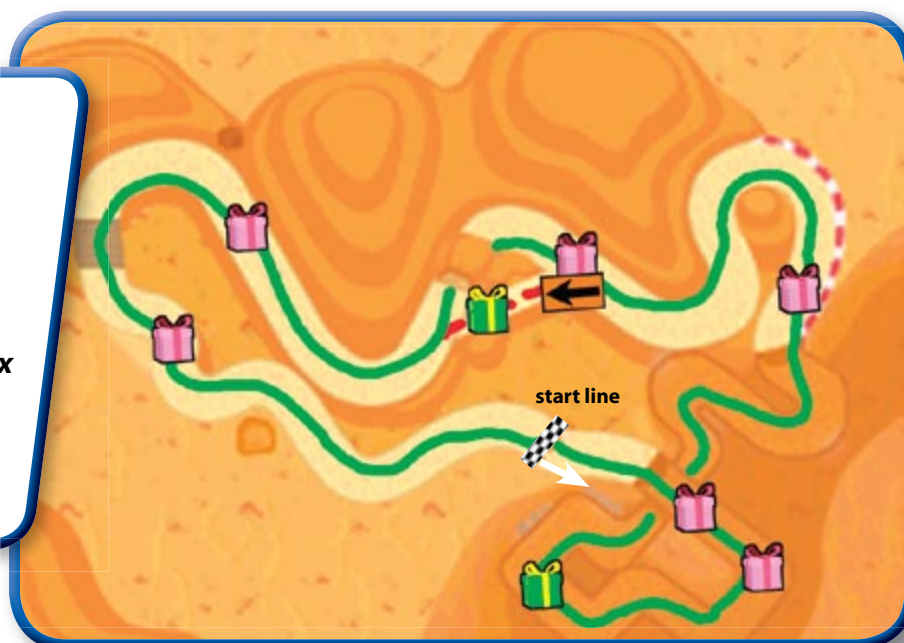


Give it all you've got for the final seconds to the finish line. If you've done your job and come out on top, you'll leave the competition as extinct as the dinosaurs.



Crystal Mines

- Fastest Route
- Alternate Route
- Shortcut Route
- Power-ups
- Boost Pad
- Green Essence Box
- Hazard
- Powerslide
- Shortcut



Star Level: 2

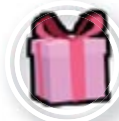
Difficulty Level: Intermediate

Ideal Car: High Handling

Description: Prepare to zig and zag on a track that spends a third of its time in an underground maze. Crystal Mines is not about speed; it's about maneuvering and knowing exactly when to kick it into overdrive. There are many perilous plummets. Stay away from the edges!

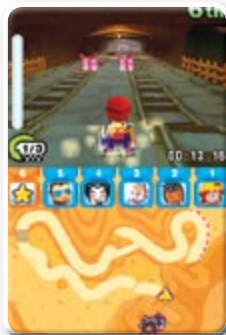


You go into the mines right from the start. Take advantage of the straightaway and try for a lightning start. You won't see another straightaway for a while.



Back-to-back Power-ups clog the first turn. You're bound to get a Power-up in the turn.

However, if you get one in the first line and like the Power-up that comes up, swerve to avoid the second Power-up. Remember, the second Power-up will replace the first one.



Inside the mine maze, hug the inner curve at each turn and powerslide back to the middle of the track.

Don't go too fast

or you'll collide with walls. Better to cruise at medium speed throughout the whole maze than stop from a collision.

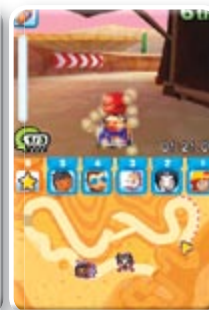
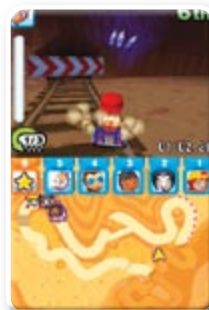


A hidden Green Essence Box hangs above the track on the metal girder. You can't jump up to it. Instead, loop around and drive up the shaft of the girder to claim the prize.

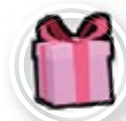


Continue weaving slowly through the maze. When you reach the railroad tracks, it becomes a mini-straightaway.

Boost quickly to pick up a little speed while you can.

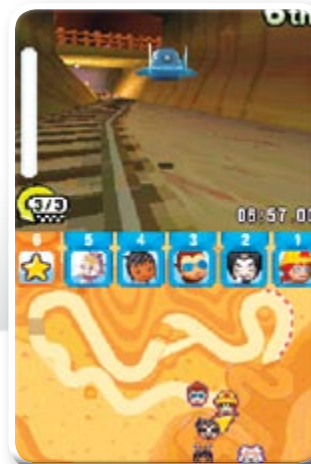


If you handle your corners well, eventually you'll see daylight and feel the freedom of boosting again!



Fortunate enough to collect a UFO Power-up? Definitely use it inside the maze.

There is no better place than here to hitch a ride on the spacecraft and not have to deal with the maze's twists and turns.



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The shortcut will save you time. It's also fraught with peril. It's a small ledge with a bottomless pit on either side. One false move and you plummet to a certain restart. Drive carefully and you'll be rewarded with a Green Essence Box and a leap down to the main track.



Snatch a Power-up outside the maze. If it's an obstacle, you might want to drop it immediately, especially if you're ahead of a pack of cars coming out of the maze tunnels.



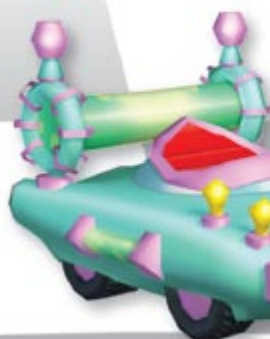
Powerslide through the next big turn and set yourself up for another Power-up.



Collect another Power-up at the end of the next straightaway. Consider using your new Power-up on the confined track on the bridge ahead.



There's a shortcut to your left as you approach the short tunnel ahead. If you stay on the main road, powerslide into the tunnel and boost out the other side.



Skirt the track edge and hang a sharp left to avoid slamming into the wooden bridge. You can pick up speed on the bridge as long as you maintain a tight turning radius for future curves.



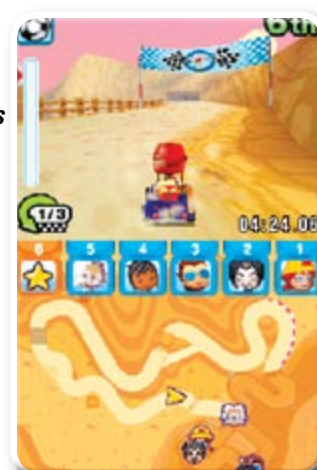
The course twists back and forth right before your last set of Power-ups. Think about the best time to use your last one prior to the finish line.



Again, accelerate enough to keep you in front of your opponents (or closing fast on them) while watching that you don't slide off the cliff edge.



Burn rubber till the finish line. With some serious skill and a little luck, you'll soon be saying the race is "Mine all mine!"



Volcano Island

Star Level: 3

Difficulty Level: Intermediate

Ideal Car: High Handling

Description: Things are starting to heat up on a track with an active volcano! Don't let the luxurious scenery distract you from the twists and turns you'll have to best for a shot at the top position. On a track with no shortcuts, everyone has to deal with exactly the same track conditions.



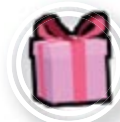
- **Fastest Route**
- **Alternate Route**
- - - **Shortcut Route**
- Power-ups**
- Boost Pad**
- Green Essence Box**
- Hazard**
- Powerslide**
- Shortcut**

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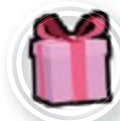
Watch the red gems turn green as the race begins, and hit that lightning start. You'll want the extra speed at the start when you can use it well.



Heading into the underground section, grab a Power-up and prepare to use it below ground. With only five Power-up spots on the whole track, an effective Power-up trigger can turn the race in your favor.



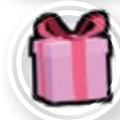
The first several turns underground should be handled with care. Reduce speed and powerslide around the corners. You don't want to hit the guard rails or hop over them and into the lava.



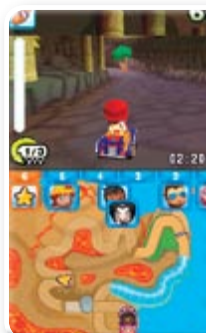
When you see the first shaft of light breaking in through the ceiling, veer to the left and look for a line of



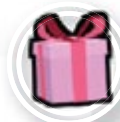
Power-ups. Unlike most Power-ups that stretch across the track, these run in a single line along the left side. If you get there first, you can capture them all and deprive the other racers behind you.



Approximately halfway through the underground section, an alternate route can deliver an extra Power-up or Green Essence Box. When you see the boost pad ramp, shoot up the side of the wall and grab either a pink Power-up or the Green Essence Box. It's very difficult to pull off this maneuver. Only try for the packages if you've practiced your stunt driving, or if you don't care too much about losing time on the race course.



Drive around the last underground bend and you're back outside!

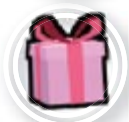


Scoop up another Power-up before you descend into the mouth of the statue. If it's a Pop Bottle, guzzle it for some speed on the straightaway. Otherwise consider using it in the full-circle turn ahead. If you drop a pumpkin splat, tree, or bubble in the winding turn, it's difficult for other racers to dodge your obstacles.





Stay to the right through the whole full-circle turn and powerslide as soon as you feel momentum swinging you outward.



The full-circle turn opens up into an underwater, see-through tunnel. Take only a brief glance at the brilliant tropical fish before nabbing a Power-up a third of the way through the tunnel. Use the Power-up before you exit the underwater tunnel.



Climb up and out to the finish line that suddenly pops into view. If you have any extra boost energy, now's the time to use it. If you can handle your turns, you can handle this course. Otherwise, you might just crash and burn.



Polar Pursuit

Star Level: 3

Difficulty Level: High

Ideal Car: High Handling

Description: The first of the two ice tracks, Polar Pursuit, has no boost pads. All your power comes from self-propulsion down hills and by accumulating boost energy through powersliding. Unless you want to skid into icy cold waters, you need a vehicle that grips the road, not one that necessarily tears across tarmac.



- Fastest Route
- Alternate Route
- Shortcut Route
- Power-ups
- Boost Pad
- Green Essence Box
- Hazard
- Powerslide
- Shortcut

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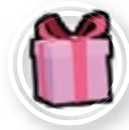
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Speed helps at the start line, so go ahead and try for a lightning start. If you succeed, prepare to skid a little when you attempt to turn. Play around with the track in the beginning and judge how your acceleration and momentum affect your turning. Powerslides will help keep your skids under control.



If you succeed on the optimal path, you'll collect a Green Essence Box as a reward for your expert maneuvers. Exit the water area to the safer confines of icy walls.



Snake through the initial turns and capture an early Power-up. There are plenty of Power-up locations on the track, so don't hesitate to use it if the situation calls for a special ability.

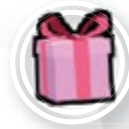


More powersliding gets you through the next two big turns. At the midpoint of the second turn, a shortcut lies on your right side.



If you gather speed, use the curved embankments to channel your momentum in the correct direction and put you back down the middle of the track.

Assuming you want to stay on the safer, longer path, continue on the main track and under an overhang (which is the shortcut passing overhead).



In the next turn, loop around for a Power-up and continue until you reach the area where the shortcut drops racers back onto the main track.



Follow the wooden turn signs to the open area surrounded by water. Powersliding is key here if you want to control your turn and not end up in the drink. The optimal path takes you along the right lane as tight to the inner edge as possible.



If you want to risk the shortcut, cut off the main track and head under a snowy overhang. Continue up into a clearing, where you can find another Green Essence Box.



Follow the wooden sign to the left and cross over a small path above the main track. Pick up speed as you near the edge and leap off. The shortcut drops you back down on the main track just before the castle wall.

The castle wall divides the track into two. You can take either side, since they merge again after the wall, but avoid a collision with the stone in the middle.



In the underground section, ride through any of the three Power-up

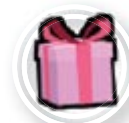


locations. Some Power-ups float at base level, and some lie on the short ice ramps that make traveling through the cavern treacherous at times.



While navigating underground, make quick decision whether you want to go up over a ramp or stay low and run alongside it. Generally, it's easier to go up

over the ramp than to run alongside it and risk scraping the wall. Of course, if you see a Power-up low or high, steer in that direction.



The last ramp area underground holds both a Power-up (to the left) and a Green Essence Box (to the right). Choose one and then race outside for another set of Power-ups. These are the last ones before the finish line. Fire away if it's the last lap.



Accelerate as best you can to the finish line. You want enough gas to get there before someone else, but not enough power to send you spinning out of control. In the pursuit for the top spot, don't let the other drivers leave you out in the cold.



Mountain Slide

Star Level: 3

Difficulty Level: High

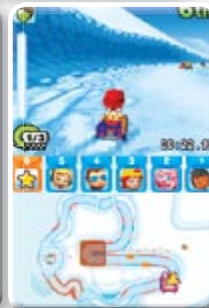
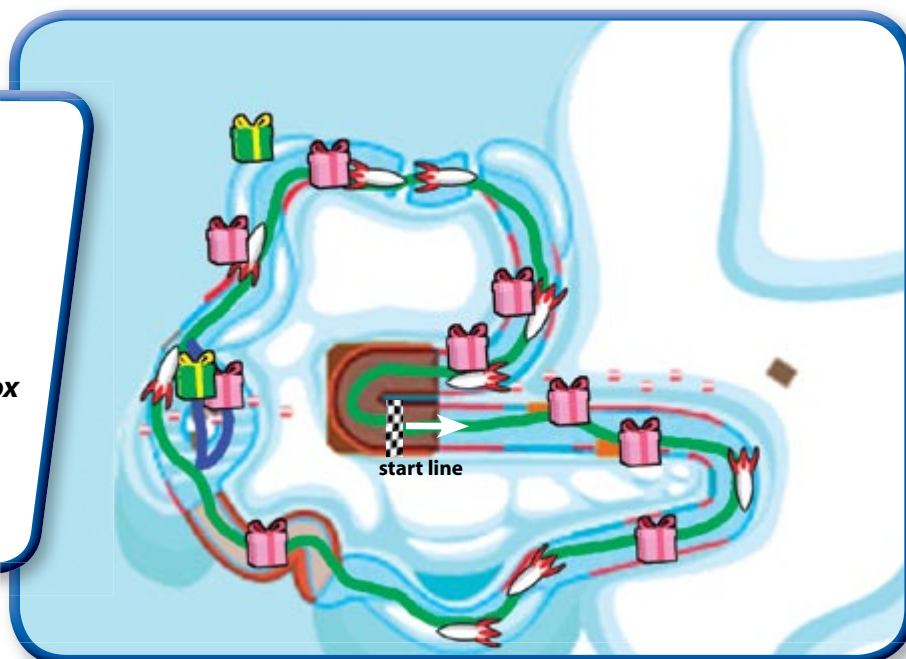
Ideal Car: High Handling

Description: On the first ice course, you got to know the ins and outs of slippery surfaces. On Mountain Slide, you take it to another level with turbo speed added to an already dangerous surface. Throw in jumping over ramps, gorges, and even a house, and it's extreme sports time.

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-  **Fastest Route**
-  **Alternate Route**
-  **Shortcut Route**
-  **Power-ups**
-  **Boost Pad**
-  **Green Essence Box**
-  **Hazard**
-  **Powerslide**
-  **Shortcut**



Pick up speed as you zero in on the first turn. Swing out and use the embankment for momentum. Plus, there's a boost pad in the embankment that you want to slide over.



At the start of the next turn, gather another Power-up for the middle part of the track.

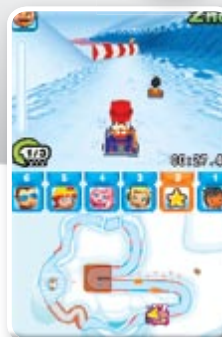


Crank out of the gates with a lightning start that will ratchet up your engine to the perfect level for the long downhill ahead of you.



Slide over to the left on the downhill and aim for the first of two ramps. Catch a Power-up at the end of the first ramp, then launch off the edge to the right side and line up for the second ramp. Another Power-up comes at the end of that ramp. If you're fast enough, you can trigger the first Power-up between the two ramps and stock up on a second.

When you see the red-and-white arrows pointing to the right—guess what?—swing over to the right. If you don't, you'll crash into the barricade. The spot where the barricade ends and the embankment begins is the perfect place to drop an obstacle Power-up to thwart trailing racers.





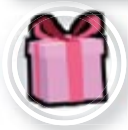
Let the next boost pad launch you toward another embankment. Again, follow the red-and-white arrows or you'll crash into the barricade.



If you go right around the house, you'll gain a Power-up. Most of the time, however, you'll want to swing around to the left and look for the boost pad in the snow. Use it to catapult ahead.



Stay up high on the next embankment and away from the right side, which drops into a large canyon. You should be fine as long as you hit the embankment with lots of speed.



Next, you come upon an overhang that twists along the edge of the mountain. Gather another Power-up about halfway through.

The track soon widens and you see a house in the middle of the clearing. You can use the house roof as a ramp to leap the far side of the clearing. Look for the Green Essence Box on the opposite side from the house chimney.



Continue up the track. Powerslide around the bends for greater control and more boost energy.



Pick up even more speed with another boost pad. Don't stray too far to the left to gain the Power-ups. You could miss the boost pad or fall off the edge if you aren't careful.



On the next embankment, harness all your speed to whip up the slope and take a shot at the floating Green Essence Box above. If you miss the Green

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Essence Box, it's okay. Just make sure you stay in control and continue with a lot of speed.



A series of boost pad ramps will help you jump over successive gaps. You can't miss the boost pads because they're wide enough to cover the entire track. Instead, focus on regaining a straight line ahead after each jump.



Another long series of boost pads climbs the final hill to the starting building. Make sure you cross over each one for maximum speed potential.



Zoom into the starting building with any boost you have left. Zip in fast, but not too fast to miss any turns.

The finish line is around the sharp left turn. Mountain Slide may just be the hardest earthly track in the game, so it's a big accomplishment to claim the top spot. Now it's on to a crazy canyon race before taking to outer space!



Continue to powerslide through the last big turn toward the starting building.

Oasis Canyon

- Fastest Route
- Alternate Route
- Shortcut Route
- Power-ups
- Boost Pad
- Green Essence Box
- Hazard
- Powerslide
- Shortcut



Star Level: 3**Difficulty Level:** High**Ideal Car:** High Handling

Description: Sharp turns and long drops define this canyon course. A couple of shortcuts can propel you quickly through the first half of the track, then it's all about handling turns and split-second adjustments on the ramp obstacle course. Can you survive the dangers in one piece?



A lightning start works well at the beginning of this course. Get the speed out of your system early because you'll need to concentrate nearly 100 percent on maneuvering later.



You can pick up two separate Power-ups before the bridge. Quickly deploy the first one in time to net the second Power-up.



The first shortcut drives through a short canyon wall and out the other side. Secure the Green Essence Box inside, but more importantly, use the boost pad hidden in the shadows of the wall.



It's possible to use the second shortcut if you hang a sharp right out of the first shortcut. The boost pad there will sling you down the track and into a series of winding turns.



At the start of the winding turn area, you can pocket a Green Essence Box on the left side of the course and a Power-up on the right side.



Another boost pad shoots you down a straightaway. Make sure you powerslide through the turn to set yourself

up on a direct line for the long wooden bridge ahead.



The next part of the course can be tricky. It's a series of plateaus connected by plank bridges. Fortunately, the bridges have low railings to safeguard against sudden drops. The key word, though, is *low* railings. Excess speed will still bounce you over a railing when you hit a bump. Slow down to avoid a restart.

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Each of the bridges dumps you onto a sandy plateau. Powerslide through the sand, braking if you have to, and navigate each sharp turn to reach the next bridge.



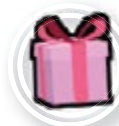
Midway through the plateaus, collect a Power-up. Unless you gain the Pop Bottle, it's almost a no-brainer to use your ability on the narrow bridges.



Make your way through the final plateau turns. As you approach the obstacle course area, stay to the right when you see the new string of Power-ups floating on the last plateau. There are two bridges down to the ramps. The one on the right takes you to the optimal route.



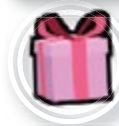
Ride down that last bridge and pick up speed. Head straight for the boost pad and ramp in front of you. Leap off the ramp and snag a Power-up in midair.



Recover from the jump quickly and bank to your right to hit the second boost pad and ramp. Collect a Green Essence Box or Power-up (possibly both!) at the top of the second ramp.



Recover from the second jump and bank to your left to hit the third boost pad and ramp. It will launch you over the water and out of the obstacle course area.



Hook up with the next boost pad, which will shoot you in the direction of your last Power-up. If it's the last lap, use your Power-up as you head toward the finish line.



Boost with everything you've got toward the finish line, including zooming over the track's final boost pad. Congratulations! If you finish in the top spot, you're on your way to retiring in that oasis you've always dreamed about.

Space Hotel Sprint

Star Level: 4

Difficulty Level: Extreme

Ideal Car: High Speed, High Handling

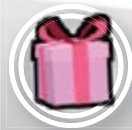
Description: Your final track is out of this world! On a moon-like surface, you race around a black hole, jump an asteroid field, jet through a space-age highway, and twist inside a state-of-the-art facility before crossing the finish line. It will be extremely difficult, unless, of course, you hop on a friendly—and thematic—UFO.



- **Fastest Route**
- **Alternate Route**
- **Shortcut Route**
- Power-ups**
- Boost Pad**
- Green Essence Box**
- Hazard**
- Powerslide**
- Shortcut**



You don't have to worry about zero gravity on this track. You do, however, have to worry about the other racers, so shoot for a lightning start when the gems turn green and get ahead of your competitors.



In front of the first clump of buildings, pick up a Power-up. There won't be another Power-up until the second half of the track. Use it wisely.

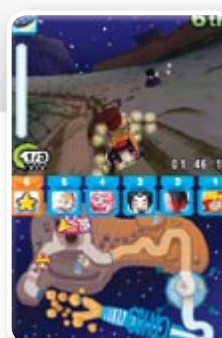


Steer to your right and circle around a large "black hole" bottomless pit at the center of your full-circle turn.

Remember to powerslide whenever you can to regain control and build up boost energy.

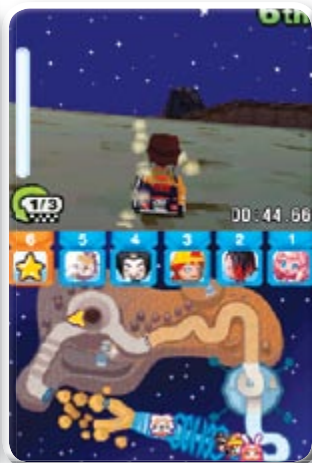
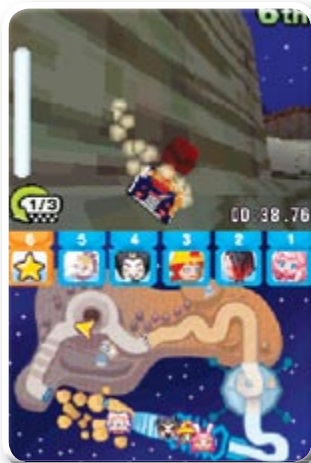


For most of the black hole, you want to stay along the inner (left) edge to cut down on the distance. At the end, however, let your momentum swing you out wide to the right. Jump a small hill and you're on a perfect line for the exiting path.



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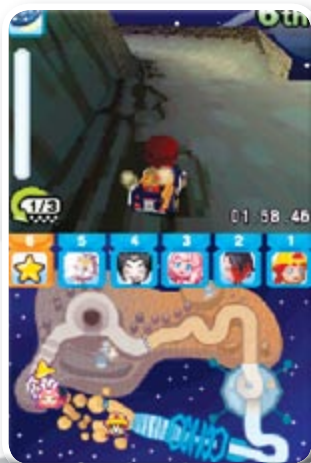
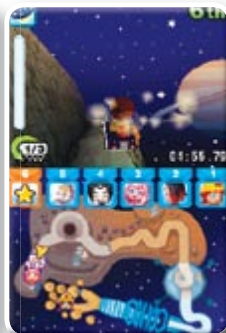
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It's possible to take a shortcut directly across the black hole circle. Instead of heading right, boost as much as you can and go straight. There is no path, but if you hit that section with enough speed, you can actually climb up the side and cheat your way to the other side in a quarter of the time. It's a great shortcut to save time, but highly dangerous. One slip and you're black hole food.



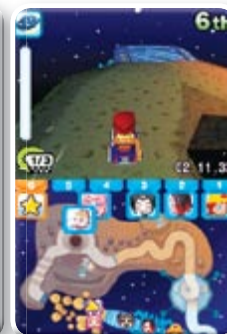
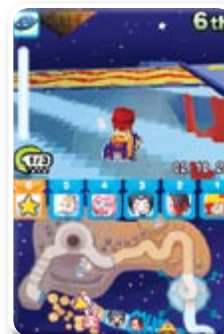
Exiting the black hole, hop the dunes and hit the boost pad ahead. The pad will jump you over some of the dunes and land you near the far turn.



Powerslide through the turn after the dunes and look for the boost pad ramp that leads into the asteroid field.



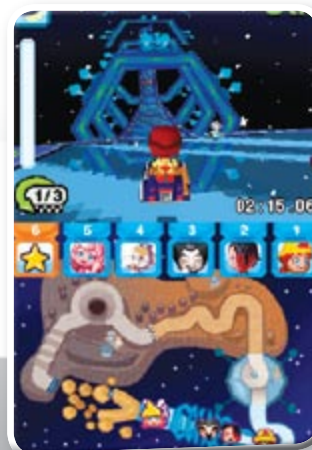
Veer left in the asteroid field and let the boost pads provide the momentum. You should concentrate on steering. Keep left and hop from one large asteroid to the next.



Make one more boosted leap and land on the V-shaped rock. Continue on the left side and up to the high-tech highway.



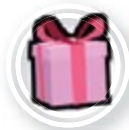
If you don't care about the shortest path through the asteroid field, stay to the right and hop over the small asteroids. There aren't boost pads to help, but you can net some extra essence coins with a Green Essence Box.



On the high-tech highway, boost down the hill for some more speed. Be sure to tap into each boost pad as it appears.



At the end of the high-tech highway, boost pads will shoot you up and out into space. Control your direction and landing so you end up on the main track below.



After your last high-tech highway jump, a set of Power-ups rests along the main track if you land on target.



Collect a Power-up and, if it's an obstacle Power-up like the pumpkin splat or acorn, drop it in the steep turns ahead. Soccer balls can be excellent because you have very few terrain features to block your shots.



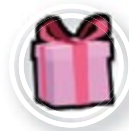
Cruise through the steep turns ahead and powerslide when necessary. There are no sides, so be very careful how fast you go on these turns.



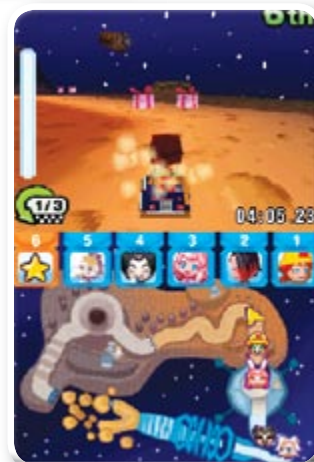
Inside the facility, you loop around in a full circle. It's the same drill as the earlier sharp turns: Powerslide when possible and reduce speed to prevent a restart when you sail over the edge.



The second shortcut is the best route if you want to shorten the track. On the straightaway out of the facility, look for a sharp left into the moon dust where a boost pad lies. Boost off the pad and go straight across the open field.



If you stay on the main track, collect one of two Power-ups in the final turns. If you don't have speed on your side, the Power-up can change that, or possibly disrupt a leader's chances.



Give it all you've got to get to the finish line. Your final race is certainly a stellar experience, though; A first-place finish and your fifth star rating are truly the greatest gift on earth.